





GAME THRILLS

Side Arms (US Gold): Draughts Genius
(Howson): Super Brat (Atlantis): Chiron
Powertapo): Plus a spiffy demo of Chip's
Chullengo and a helping hand from
Pokemanial

POWER PREVIEW
CRASH's fish-faced hero stomes onto the
Speccy in his third game, Solar Jermani

POWER PREVIEW II

Everyone bies a good PRPG, don't they?
And nome more so inen the CRASH (sam. So
It's just as well Grentlin have gone PRP in
MeroQuestf (Eh? — Ed)

PREVIEWS

"Helio, I'm from the Minishy of Contents Tables, and this here specimen is far too ellip I demand it be withdrawn! What? The Isn't the complaints department? I're the Previow bit? Yikes, I'm off:

LEVE CIRCUIT
Snowed under with winners! The results of all the Chasimas conspos! Plus Jahran, Llayd's Forum, Bug Box Japan and a dollop of news!

S'HAZING

Mora hot goop than a sawage works! Indeed, all that's happening on the Coupé front (and back)!

COMPO

War a Mintondo console! Win plenty of games! As long as you can come up with a new chum for Johnse!

DJ NICKO'S TIPS

If you've got problems, (yel) the'll solve 'arr;
Check out the tips as DJ Nicko revolves 'emit
(With apologies to Mr V Ice)

YOU?! A PROGRAMMER?!!
Do you! facting your hex? Moulding, a bit of code? Grappling with graphics? Here's Paul Raneon of The Big Red Software Co to let you know what being a programmer is really like!



REVIEWS

Coool That gams is particularly becoming of you, madem! Was it reconstrained ? Thank, you Miss Braims, I read about it in the CRASH review section! Smeshes this manth with Total Recall Battle Command and Back. To The Future Part III.

BACKPAGE
Spookiness abounds! The supermatural howers of the almost legendary backpage brings you the chance to win a Lynx hands accessor and opples of Chip's Challengel Good old US Geld, eh?

This month's cover by John Richardson (Good, Isn'i (17)

WIGGLE IT!

Don't wiggle it just a little bit! This is the month to give your 'stick one heck of a good waggling! Last has the hottest games in for review this month with three superb Smashes! There's Battle Command, Back to the Future Part It! and Total Recall! It just goos to show that there are some very talented programmers out there keeping the Speccy alive. In fact, the programmers at Ocean worked flat out to bring you Total Recall: it was designed and programmed in just three weeks and then turned out to be the surprise hit of the month! So, lads, all those late nights were worth it!! And we'll be working flat out to bring you the next issue—so see you same time, same place, next month!

thrills



THRILLS ON TAPE

Where to find the action!

SIDE A: Side Arms Draughts Genius Chip's Challenge

> SIDE B: Super Bret Chiron Pokemania



Check the inlay for loading instructions

Should you tape prove faulty. send it in its box to NEWSFIELD, CRASH TAPE CLINIC MARCH (86), Ludiow, Shropshire SY8 1JW.

A healthy Powertape will wing its way back to you

 Corky Capcom coin-op blast from US Gold!

For the first time, CRASH takes you down arcade alley with a coin-op conversion on the Powertapel It's Capcom's Side Arms, as converted by US Gold! Levels and levels of scrolling shoot-'em-up action await your fighter! Be prepared!

he threat, the tyrannical Sozon aims to exterminate the Earth and its people! Yikes! The Mission: You have to save the planet (Oh no! Not again! — squillions of CRASH readers). Battle your way through waves of alien attackers, forcing a path into their gigantic underground empire where the attack intensifies from all quarters!

Side Arms is today's SDI — it's a space age selection of weapons to defend against outer-world invaders! All are technically advanced and deadly! Read on and discover what pick-up weapons you can stick onto your lighter...

BOLT-ON WEAPONS



Speed Up: Successfully hit the POW icon and the speed of your projectiles increases to a maximum of three times!



Speed Down: Player's power is decrease by one should a WOP be struck!

3-Way Shot: Propels one shot forward and two shots diagonally backwards!





Tall Gun: Fires away in three separate directions. Big increase in power: double and triples!

Mega Bazooka Launcher: What a blastl Devastaling firepower which doubles in strength!

Side Arms: Eat laser death you mean oi' monster!



Auto: Rapidly rotates unleashing electrifying laser beams towards the target

Transform: You can change into a different fighter with more power by collecting the Alpha/Beta icon providing you with a Multi-Aplha beam launcher (whatever that is)!



CONTROLS

Get into action using a joystick plugged into a Sinclair, Kempston or Cursor interface or use the keyboard controls which are: Z/left, X/right, M/down, K/up, ENTER/fire and CAPS SHIFT/change weapon.

 It's no bored game as How son present the toughest draughts game you're likely

Playing draughts against a confirmed mega-genius like Einstein could be a humiliating experience. Could you thrash the man who gave us the theory for relativity (yes, he's to blame for nagging aunts!)? Easy, you think? So, as you face Einstein across the draught board in the professor's front room (decorations by Oxfam), the battle of two great minds begins!

here are eight skill levels in this draughts challenge, level one being the easiest. There are three types of play available; a two-player game, a one-player against Einstein and, if you simply fancy watching, Einstein can play against the computer!

To move, position the cursor on the piece you want to move, press the space bar, transfer the cursor to the square you want to move to, and press the space bar again to actually make the move. A counter shows how many moves you are into the game.

The crowd is breathless as every-

one waits for Einstein's response (in fact, some keel over due to asphyxiation). Then it's your turn to put the professor in a predicament again.

The game is played by the English rules. You must take an opponent's piece wherever possible. If the chance arises, try a multiple move, skipping like some demented leapfrogger over Albert's men and thus removing them from the board. (To make a multiple move, press the space bar twice after moving the cursor to your target square.)

Impatient Einstein will tell you when it's your move and when it's his (the screen goes blue while he's thinking). If he's thinking too hard, you can hurry him up by pressing Q, and on noticing a fatal mistake you can cancel the last movel When you win or lose, you're either applauded by the genius or ridiculed for your pea-brained incompetencel

DON'T GO TO PIECES ...

Learn the controls! Which are, on keyboard, Q/up, A/down, O/left, P/right and SPACE/fire/confirm move. Alternatively, plug a joystick into a Cursor, Kempston, or Sinclair

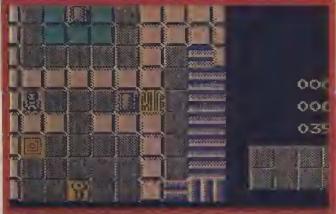
 Great playable demo of US Gold's maze game!

Here's a smashing game that'll have you brain doing somersaults as you work out the puzzles within the maze that is Chip's Challengel The game is out now, published by US Gold, and we checked out the full version in the January issue, where it received an over-all score of 82%! Hot stuff, eh? Now-discover the addiction yourself in this demo!

Chip McCallaban is a bit of a nerd. He thinks of nothing but computers all day long. But then he meets Melinda, who offers him his ultimate desire... membership of the Bit Busters computer club! But he first has to take the challenge.

Chip's objective is to collect the required number of chips within the time limit (both shown in the status panel).

Coloured keys can be picked up to open same-coloured doors. Spiked boots enable Chip to walk across ice without slipping, a magnet allows him to stroll along con-



It's US Gold's playable demo: That's Chip on the left-hand side and all the other blocks make up his challenge (hence the title)!

veyor belts (otherwise he has to make a mad dashi), while water and fire shields allow him to pass safely over the appropriate wet and hot hazards.

There are switches (yellow/purple blocks) which can open sliding doors (these have revolving dots around them), move hazards into safe positions, and deactivate fireball-making machines and traps.

Teleports transport Chip to another part of the level. Dirt blocks have a variety of uses. Pushing them into water forms a bridge and pushing

them onto deadly bombs detonates them. Watch out for thieves. though: they nick Chip's valuable objects!

When Chip has got all his chips, he can make for the flashing blue exit. If this two-level demo gets your grey matter going, remember the game proper has 144 levels!

CONTROLS

A joystick plugged into a Sinclair or Cursor interface should do the trick, or use the cursor keys themselves: 8/down, 9/up, 6/left, 7/right, 0/fire.

 Brush up your service for Wimbledon with Atlantia's tennis game!

What a racqueti Hawl Hawl Get Into the springtime sport of tennis with Super Brati Feel the excitement as the crowd roar with applause as you serve an Ace against the Number One seed. But watch out for those eagle-eyed linesment 'Out? | You cannot be serious!|"

hen Super Brat's loaded, fellow the on-screen instructions to begin play. If you want to change the game options, press H (during your turn to serve) and follow the prompts on the scoreboard. When you're in a serving position, press end release P to toss the ball into the air, and P again to swing your racquet and take a swipe at the ball. Keys 1 and 2 move your player left and right respectively.

As you strike the ball, your timing controls its direction; hit quickly to aim left and hit slowly to aim right. Beware — hitting the ball too soon or too late results in the ball going into the net.

Once the ball is in play, your posi-tion needs to be accurate. Your rac-quet should be in line with the direction of the ball-before pressing P to hit it. If you're out of position you'll hit the ball into the net or miss it. completely. The direction of the ball

is again controlled by your timing. Remember: a quick reaction for left and a delayed reaction for right

WHAT? YOU DON'T KNOW THE RULES OF TENNIS?

it's very easyf Ail you do is scoff loads of strawberries and cream, hit a ball around a bit and then swear at the umpire. Oh, and you need to be German or Swedish or something, because British players con't win. Apart from that, here are the rest of the rules and regulations, based on those recognised by he Lawn Tennis Association...

A match consists of sets, games and points Points A macor consists of sets, games and point in home are awarded to players when their opponentials to play the ball correctly — by missing the ball, hitting it out of occurrent for earl, or if this service is 'solly. Players are allowed two serves to introduce he ball into play, it the first serve is faulty then no

ball into play. If the first serve is faulty their to points are awarded and a potent serve is allowed. The early'de court is divided into left and light hajves by a central service line. A player must serve from the right side for the first point, and then alternate left, right allow sect point. Serving from the wrong side is called a Foot Fault and theserve is declared faulty. A Foot Fault is also decland if a player stands within the besenties of the cour when serving (the computer shows Baseline whenthis occurs).

occurs).

The ball must be served into the diagonaly opposite service court otherwise the ball is talled. Out and the serve declared lauly. Both playing take turns to serve, afternating after each game. Once the ball is successfully introduced into play it may be thit in any direction providing holes not make its first bounce beyond the baselines or quisifier the inner tramitions of the singles cost, otherwise the ball is declared Out and points sharded accordingly. Faults and other information is its played on the scoreboard.

Scoring
Zero conts is shown as Love. The first posities



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thrills

shown 15, the second 30, the third 40 and the next point wins one Game — unless both players have soored 3 points (40 all) when the accre becomes Deuce. The first player to score after a deuce has the Advantage. If the same player wins the following point, they win the gerne. Otherwise, the scare roturns to deuce and a two-point lead is again needed.

The first dispertious contents agreed and a first dispertious agreed and a first dispertious agreed.

The first player to win six games scores one Set, providing they have at least a two-pame lead, otherwise of burther game is played. If the store reaches six games each their a Tie Breek is intoduced. In Supor Braf, this consists of playing one additional game and the player whose turn it is to serva has service throughout.

Both playurs' scores are displayed on-screen as follows. Points, Games, Sets, Yeur score always appeare above that of your opponent's. Sopon Bost has three levels of difficulty the British, the European and the World Finals Only after successfully completing each final can you be critored for the next. Are you good arough to become the number one seed?



Making a racquet on your screens, it's Super Brati

CHIRON

 A blasting arcade romp by Lee Briggs!

Shoot-'em-ups — doncha just love 'em?! They are, indeed, completely fab! And it's ablasting-we-will-go with this spiffy scroller from programmer Lee Briggs (more of him later) which takes you deep inside a heavily armed alien defence base! Yikes!

while on a routine trip, your craft received what if interpreted as a distress signal from a nearby asteroid, Chiron. In response, you set a course towards Chiron on a rescue mission but as you approached, an aften attack fleet appeared. Your small, unarmed craft stood little chance of survival and after taking a few hits crash-landed on Chiron.

Far from being a deserted asterold, Chiron hides an alien military base in its deep caverns. Realising you'd soon be under attack, you grab what weapons you can and run towards a nearby map of the complex to see what escape route tree least and complex to see what escape route are alerted to your presence, you just have time to see an emergency escape craft at the far end of the base. But that's a long way off...

The long, vertically-scrolling passageways of Chiron's caverns are your battleground. Five levels stand between you and the escape craft, and each is swarming with armed guards. No time for mucking about — each level has to be completed within a set time limit, displayed on the right-hand side of the playing area. It's a dangerous mission so it's just as well you're equipped with...

- SHIELD Your shield can take several hits before running out of energy and so ending the game. Remaining shield energy is shown as a bar on the left-hand side of the playing area.
- GUN Holding up to 100 rounds of ammo, your gun has rapid fire but limited range. Enemy guards can be eliminated with its deadly bolts but it cannot penetrate scenery or other alien defence systems.
- 80M8\$ Scatter bombs destroy all enemies within a set radius. You can hold up to 20 at a time but use them sparingly.

To fire the gun, press fire with a direction need down. To detorate a bomb, stand still and press fire.

ICONS

Five icons lie on the floor and are activated by standing on top of one and pressing fire:

COMING SOON...



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Allen blasting larks, aboy! It's Chiron (let's hope he makes It to the bomb icon in time, eh thrill seekers?)



This activates a sub-game which either increases or decreases shield energy. Stop the moving arrows in the correct position to boost power.

Kempston, Sinclair or Cursor interfacel

WHO IS LEE BRIGGS?!

Lee comes from Basildon in Es:ex and he's a full-time programmel He wrote Chiron a while back but it didn't make it into the shops because few software houses vanted to publish original Speccy pnduct (bool hissi), Lee currently dies a lot of conversion work for D&I Games and Players, taking 8-bit games and reprogramming then for the swank 16-bit machines

So, where's his photie? Lee says There's no photo of me due to ne having developed a case of terminal camera shyness at the age of sx months! Despite the fact that some people say I haven't changed abit since then! I don't really think that the few early photographs show my best side! Erm... sorry!"





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Further into the game the moving arrows increase in speed.



Soosts ammo supply to maximum



Boosts bomb supply to maximum amount



Reveals a map of your immediate area.



This is the Smart Bomb and dastroys all enemilles on servent Hurrah!

CONTROLS

Inflict major alien death using keyboard controls, which are: Offeft, P/right, S/up, X/down, and SPACE/fire; or plug a 'stick into a

COULD BE ON THE CRASH POWERTAPE!

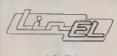
There are plenty of lips on tape the month! Find out what Graham. Turbo' Mason has lined up for you this month in DJ Nicko's Tips, beginning on page 35!

POKEMANIAL

instant fame could be yours if you've written a Speccy game that's up to Powerlape standard. Yes, were on the hunt for the best games from the creative talents of CRASH readers. There've been loads of excellent games that have appeared on the tape over the pest few months — classics such as Egghead 2, Shuriken, Talking Hedz, Solaris and many, many more! Break-ing into the glamourous world ('hem 'hem) of Speccy publishing couldn't be essier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape. The address is: NEWS-FIELD, CRASH POWER-TAPE DEPT, LUDLOW, SHROPSHIRE SYB 1JW. Don') forget to include the Powertape form — sele page 21 of this leave without one we won't even sniff your entry!



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PRESENTS



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He's back... to protect the innocent? No, no, that's not right. Erm... The man with the pac is back? Not bad, He's a hero in a halfshell? More like a half-hero out of

his nut shell. Oh, hello viewers, How do you announce that the universo's biggest loony-turned-adventurer Is about to star in his third Speccy game? Yes, Jetman bumbles onto the Speccy gaming scene in April in a brand new arcade game called Solar Jetman: Hunt for the Golden Warpship! Yayyl

It's been a fair old while since Jetman last appeared on the Speccy. It must be (eooh!) getting on for about seven years. The last game was Lunar Jetmen and that was way back in 1983! If you hold on a tick I'll pop off to the attic and see what can be discovered ... (tick).

Cough! Splutter! Hack hack! Sheesh, it's bloomin' dusty up there but here it is! Yup, an Issue one —
Issue one!! — of CRASH, and there lurking on page 88 is Lunar Jetman: the review. Well, it appears ye olde reviewers liked it heaps. Check this out: 99% graphics

rating!! 100% Value For Money! And an overall score of 95%! Berlimey, it would have been the first CRASH Smash (except they weren't invented until (ssue four!).

So, what the blinking-filp has the Loon been up to for the past seven years? Well, apart from his monthly foray into unknown silliness in the CRASH cartoon strip, he's been at home with his creators at the games development house of Rare publishers of the acclaimed Ultimate label), where they stuck him on the Nintando console! And that's where Solar Jetman originates from.

Solar Jetman, on the Nintendo, has just appeared and is doing wonderfully, so it only seemed right for some lucky software house to snap up the conversion rights and bung it on the Speccy (which is, after all, Jetman's real home, since that's where he began life in his first game, Jetpac). And the house with its name on the game is Storm! So, what say we pay them a visit and check out the game? Hokay?

The game: Jetman bombs around a solar system of 12 planets

hunting for bits of the fabled Golden Knowing Jetman, he's after making a quick buck. Y'see, should he find all the bits of the Warpship and glue em back together, it'll make him fabulously wealthy so he can retire and never have to worry about Teenage Mutant Headbanging Budgles and the Eye of Oktup ever

Solar Jetman gives our hero a new toy to play with: a Jetpod. It's like a mini-space ship which he launches into an unknown solar system from his mother ship. He's still got his Jetpac, too. There's one piece of the Warpship on each of the 12 planets, but exactly where it is is anyone's guess: So off we go!

Solar Jetman's gameplay may be familiar to you - it's a bit like the old Gravitar arcade machines or the Firebird game, Thrust. You don't know 'em? Oh dear, It's a bit like this, really: The planet's dangerously hilly landscape is viewed side-on and scrolls multidirectionally. Then you've got your ship, in this case the Jetpod, which you have to guide safely over hills and valleys while picking up objects from the planet's surface and deep caverns.

Sounds easy, eh? That's because I haven't mentioned the gravity, Gravity's this wonderful thing which makes things fall. Oh, you knew that, Each planet has its own gravitational force so if you're not using the Jetpod's back thrusters It'll just go plop into the landscape.



This is him — the Jetman sprite! Tiny, isn't he?

Controlling the Jetpod can be a tricky business: It can be spun clockwise or anti-clockwise untl it's facing the direction you want to travel. Then engage the rear thrusters to accelerate. But work, what's this?! There ain't no brakes on this doo-hickey ship! Yeeek The Jetpod's Inertia keeps It moving until you spin in another direction and thrust off! Bump into the rocky walls and the Jetpod crashes, leaving Jetman out and about with only his suit and Jelpac to protect him! Head back to the mother ship to pick up another one of the three available Jetpods because if Jetman collides with the walls it's certain death!

JETMAN GOES SHOPPENG

As if keeping control of the ship isn't enough hassie, don't forget Jelman has to collect things from each planet's surface and the underground cavern mazes Jetman lowers a grappling hook from the pod which grabs an object. The object then has to be flown safely back to the mothership,

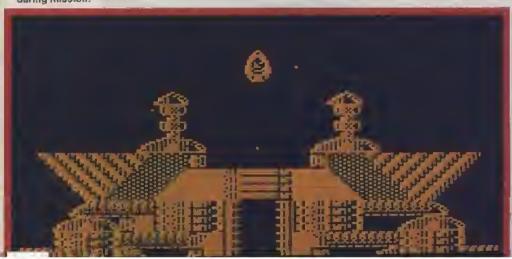
All the goodles are worth money and can be cashed in at interstella shops. Conveniently, the shops also sell loads of bolt-ons to make the Jetpod super powered! On offer are momentum killers (which stops the inertia), gravity killers (keeps the pod afloat), shields and super shields (to protect the pod from the hazardous walls), maps (so you know where you're going) and an impressive range of armoury.

There are hordes of beasts which can wreck Jetman's quest and each planet boasts a range of gun emplacments, A bit of nifty trigger work on the both the pod's laser cannon and the special weapons key is required!

Solar Jelman is a very, very, very big game so mapping each planet is essential. So, it looks like it's going to be a bit of a toughle to play. But, what's it like to program?

Let's ask the man in the know, Speccy programmer Tony Williams: 'it's a damn difficult game to convert from the Nintendo to the Spectrum, It's all the movement: there's the landscape's scrolling, the pod's movement, the allens' movement, not to mention weaponry flying all over the place; it's tricky to keep the speed up. Because there's so much going on in the game, It'll be 128K only. The

Take off! Jetman leaves his mother ship, safely encased in his Jetpod, as he sets off for another daring mission!





 Not at all sure what foes I've come up against here. They look a bit like dancing pixies, don't they?



High adventure in a world of magic is the theme for Gremlin's next Speccy game — it's Here Guest, a fantasy adventure where you become an aspiring hero destined to averthrow the forces of darkness! 'It all sounds a bit dangerous to me' pipes reluctant hero RICHARD EDDY!

It's a cold, dark January afternoon, the rain is lashing down outside and the river (which runs along the bottom of the CRASH office) is about to burst its banks, flooding the mall order department and sending Jiffy bag supremo Aunt Aggle downstream. The last thing on anyone's mind is becoming a hero, trudging around dungeons waving swords at the forces of evil — calting out the lifeboats would be more the order of the day.

And then software house Gremlin arrives on the CRASH doorstep. No, not all of them, Just Gremlin's (rather soggy) PR chap lan Richardson, proffering a HeroQuest demo disk. 'It's great, this is' says he, comining inside, raindrops dripping off his jackel and onto the +3. Oh dear.

SO, WHAT IS HEROQUEST?

HeroQuest began life as a fantasy board game, which captured the nation's roleplaying hearts. In fact, it's so successful it was the best-selling new board game of 1989! It's an absorbing game where elves, wizards, barbarians and dwarves do battle with dark forces in search of hidden treasure. Judging from the results of the Crashtionnairs, HeroQuest is a popular game—quite a few of you voted it your Number One hobby (after playing Speccy games, of course)!

Opening the board game's box is an experience — It's packed with plastic miniature figures of nasty creatures, books, playing places, cards, dice and the board itself.

The board is large floorplan of a dark stronghold with 22 rooms and winding passages. Following the rule book, you construct different adventure scenarios; stick a few doors here, a lable there and evil creatures everywhere!

Pressing all the plastic and cardboard playing pieces out of their frames and sticking the whole thing logether can take agest Which is why a computer version of HeroQuest is such a spiffy notion! Just load up the game and you're away — straight into high adventure in a world of magic (as they say).

The whole idea of HeroQuest is to achieve the celebrated status of a brave hero, which is quite handy if you fancy marrying any princesses you may bump into. Though what princess would want to marry any clithe four characters you can control? There's a hulking great barbarlan, bulging muscles and sporting a not-very-chic tigerskin loincloth; a warrior dwarf, who could pass himself off as a member of ZZ Top with his long

frizzy white beard; an eff, with ears like Mr Spock's; and a wizard, who I won't say anything mean about 29 wizards have a nasty habit of tuning people into frogs.

Each of these characters have their own strengths and weaknesses. Like the board game, HeroQuest on the Speccy can be played with up to four players at once, each taking turns to enter their quest.

TREASURE HUNTING

So what do you actually do? Basically, you explore sets of rooms hunting for treasure, hopefully bumping off a few minions of the dark and completing a set objective.

dark and completing a set objective. If you choose to play the wizard or elf, you can select a few magic spells to take with you. The wizard can pick three sets of three spells from the calegories of Air, Fire, Earth and Water, and the elf can choose one set of Ihree; the barbarian and dwarf can't have any, because they're not magical (bahl).

Now, on to the quests... Any of 14 different quests can be chosen and each one poses a unique set of problems to overcome. None of the quests use the full set of 22 rooms, just a selection of them, with doors and other scenery appearing in different places.

At the top of the list is The Maze, an introductory quest. Known as The Trial in the board game, it's simple enough. You can only move and attack the evil creatures which block your path. The objective its simply to find the exit. Solve that and you're on your way to becoming

a hero!
As you'll have noticed from the screenshots, rooms and pessageways are shown in isometric 3D, it's not a diagonatily-scrolling affair but a flip-screen thingy, where, as you enter a doorway or go further down a passageway, the scenery changes and you find your character in a new

 Don't think much of the purple decor, and those piles of rockss make it difficult to move around



location. What you actually move in the game is an arrow cursor whizz it about and select things from the collection of icons displayed at the bottom right-hand side of the screen.

There are four directional movements. Each time you select one of these your character takes one pace in the direction selected. Other icons include: Key, which unlocks things; Search, which reveals whether there are any traps, treasures or secret doors in your present location -- though you can't Search if there's a monster attacking you!; Potions and Weapons, to select something to defend yourself with; Map, to display an overhead view of the playing area, showing the locations of monsters, doors and objects that you've already discovered; and Use Weapon — which helps you kill things

As you progress down the lists of quests, your objective becomes more involved and the monsters you face become more plentiful. You may be off rescuing Sir Ragner from the clutches of Ulag the Orc Warford, entering the Bastion of Chaos and going on a massive orc killing spree, or recovering an ancient weapon called the Spirit Blade - the only weapon believed to be able to defeat the ultimate evil Witch Lord, who appears in the final quest. Whether it can or not is something you'll have to play the game to find out!

There are a veritable horde of evil creatures eager for your character's



Yeeeeeeek! An orc (I think)! It's just one surprise after another in **HeroQuest**

blood (for a complete rundown see the Hit List box), so what have you got for defence? Well, the Wiz and the Elf have their spells but other, more traditional, weapons can be found or bought,

If you're lucky enough to find a chest that isn't booby-trapped, your character may discover a weapon. This doesn't happen often — the best way to build up a personal armoury is to buy weapons.

Each character collects a sum of gold coins as a reward for successfully completed a quest.

With this he can pop into a shop and, with the right amount of dosh, buy an item from this selection: staff, short sword, broad sword, battle axe, crossbow, hand axe, spear, shield, helmet, chainmall and a full suit of armour, Prices range from 100 gold coins for the staff to 850 for the armour - and they don't have January sales in this place!

And that's about it! Get spooked out with HeroQuest when it's released at Easter and don't miss next month's review and playable demo on the Powertapel Cooli

HIT LIST

Meet the gang cos the speaks are here, the speaks to entertain you!! (Oo-to-do!) With music and laughter, to help you on your way; they'll be raising the raffers with a hey, hey, hey— (SNIP! You're fired!—Ed).

Small, cruel green-skinned diealures — dangerous loes, Ons enslaved many goblin tribes so the two are now found together.

Much larger and more powerful than goblins, ores delight in cruelty and

Even stronger than ores, the limit are one-eyed, lexad-like creatures and are often found leading bands of ores and goblins.

Skeletons

Slow but referitless, skeletons form the backbone of the Undead Army,

ke skeletons, only with a bit more ish. Their movement is awkward ind they pong

Controlled by a greater magical force than zombles, the mummles are very hard to overcome in single-handed combal.

r Gargoyles Produced by Chaos magic, the pargoyles' stone skin makes then

Chaos Warriors

These are men who have become avil warriors. Always heavily armid Chaos Warriors strike fear into al

There's a treasure box in this room, but I've just called up the Search scroll and obscured it from view. Pahl





Pop! TV! Film! Fashion! You won't find any of that rubbish here 'cos we're about to look at a few games coming soon!

PUZZLING

WELLTRIS

Wells are funny things, aren't they viewers? A bit spooky no — riddled with folklore they are. Chuck a coin down a well and make a wish is the old saying. Here's the new saying: chuck a geometric shape down o well and get a high score! Doesn't quite have the same ring about it, discaver in Infogrames' weirdo
puzzle game, Welltris.
Welltris is the follow-up to Tetris,

one of the most addictive puzzle games ever, and was created by Russian programmer Alexey Pailtney, wha's also a grand mathematicion of the Soviet

Academy of Sciences. Corl So, what's it all about? Well (ho hal), you're looking down a square well so the four side wells and bottom floor can be seen. The

objective is to manipulate the many different geometric shapes which fall down the well's walls, so when they reach the floor they fit neatly amongst the shapes already at the

It sounds simple enough, which obviously means it's incredibly tricky to play! And it is! You'll be cursing as the shapes plunge to the floor before you've positioned them correctly, or try to squeeze a four-piece shape into a three-piece hole! Should a fatal mistake be made, one of the walls becomes a na-go area until other shapes have been successfully placed.
With three levels of difficulty and

different game speeds, Welltris should have you shouting rude wards at your Speccy any time now

- review next ish.

Yikes! One wall has just been wiped-out! It's Infogrames' puzzler



ROBOZONE

Are you Green? (No, I'm sort of pink-ish, really — Ed) Na, no, no! Y'know — Green. Are you the sort of persan to recycle things, warry about the exame layer and pollution? Pity, really, Because, according to Image works' next game, Robozone, all your efforts aren's worth a int

rorth a jot. The Earth is so polluted that no human can survive, so we've all

been locked away until it's safe to came aut. Pratecting the Earth's rities is a squad of Welverlae rabots (looking ever-so-slightly like the Star Wars Walkers), who keep everything ticking over until the pollution has subsided. But than, from nowhere, come an evil attacking troop of robots called the Pollutents who wrecked cities, scavenged all the metal they could find, then destroyed all the



Pirates everywhere in Skull & Crossbones. You control the fellow in the middle with the big weapon (lucky blighter!)

 SKULL & CROSSBONES Yo-ho-ho and a bottle of rum! Avast

there, me hearlies! Hoist the main sail (and mind your head on the boom while you're at it)! Pirotes off the starboard bow! Yikes! So there are! Blimey! It's ol! hoppening here,

isn't it? We're mucking about on Skull & We're mucking about on Skull & Crossbones, the next game to oppear an **Domark's Tengen** label. It's a swashbuckling fight against evil pirates in the battle for food, drink, booty and revenge. Set in the time when galleons ruled the oceans, there are eight levels of beat-'em-up action taking place on beat-'em-up action taking place on

pirate ships, in Spanish cashes, on beaches, into the Far East and in dark, dank caves which hide huge amounts of treasure.

Use your strong sword to perform a variety of attacking moves against the many attackers and learn tactics as you go — swinging on ropes is a good one for a quick getaway! At the end of each level is a major

enemy: use conning to overthrow Meduso, use all your strength to defeat the evil wizard! It all sounds wonderfully heroic sa brush up an your Errol Flynn impressions in time for the game's release this Easter.



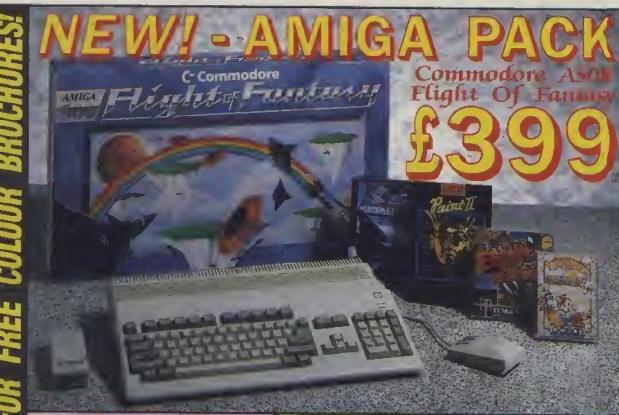
Here we are in the first level of Robozone. You control the big green thing, as opposed to the smaller green things (You're fired)

Wolverines in sight. Only one

Wolverines in sight. Only ane
Wolverine remains, and that's you.
So, there you are. A Wolverine
robot, stomping around the playing
area. The game promises to be an
exciting, action-packed shoot-temup. It's set in New York and your
quest involves travelling through
three levels, averthrowing the
Pollutants as you go.
Level one is a huge stomp-aboutand-blast affair on a grand scale,
viewed from the side, Level two is

3D section where you scamper down the alloyways blasting Pollutants, viewed from just behind the Walverine. A huge horizontally scralling shoot-tem-up forms the action plan for the third level as the Walverine takes to the air, blasting enomies and their defence systems. This level looks like a rollicking good blast and the other two are looking protty neat, too. Robozone hits the streets very soon (kerr-lunkt).

FREE



A500



The Commosere ASDS Batman Peck must surely rank as one of the most popular concurs; paties word The pack features the Commoders Antigs 500 computer with Mouse controller and TV modulator, plus four tips cohkens titles. The software isolated to the controller and TV modulator, plus four tips cohkens titles. The software isolated to the tips cohkens titles. The software isolated to the blockbussiar discussing the blacked on the blockbussiar discussified. The weak Zeeland Story - high quality with several tips of the software plant. The controller is the software plant to the property of the software plant is not consistent and the controller controller in the several tips. The software plant is not consistent with the controller controller in the several controller controller in the control to the several controller controller controller in the control to the several controller co

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ATOMIC ROBOKID

• ATOMIC ROBOKID
We've told you about this one
before, haven't we? Only last time
(Issue 83) it has screenshots didn't
arrive in time! They're here now and
should be snuggling up to this bit of
text (if they're not, somebody's head
is gonna roll!). Atomic Robokid is
probably going to be Activisiom's
last Specy product ever, but they're
going out with a bang because
Atomic Robokid is a bit of a corking

coin-op conversion!

There are 28 levels of action in which Robokid uses his jetpock to fly about the scrolling scenery and his array of collectable weapons to blast through the alien gun turrets, flying aliens and massive and of-level creatures. Bigs, bold graphics gives Atomic Robokid a good look — discover if the gameplay measures up in the review very soon.



Point, Turn, Shirk, Stretch... The choice is yours in 3D Construction Kit



- ...And here's one I made earlier, Lego-like larks in 3D Construction
- 3D CONSTRUCTION KIT Hurrah for the graphics system
 Freescape! And indeed, hurrah
 for all the labby games it spawned,
 like Castle Master and Total Edipse!
 But hurrah, hurrah, hurrah for the latest product to use Freescape: 3D Construction Kir firs a kir for constructing things in 30!).

and the stubborn, self-opinionated

Designed around the Freescape system, which allows players to wander around landscapes displayed in solid, realistic 3D, 3D Construction Kit should be the ultimate tool for building a virtual reality game. You can create, design and interact with environments of your own liking — it's like building with Lego bricks then exploring what you built!

But publishers Domark rockon you can use it for more than simply creating your own Freescape games — it can be used for 3D modelling, visualisations and educational

visualisations and educational design studies (and having heaps and heaps of fun with!), Internal libraries provide a range of sound FX and ready-mode standations environments for you to combine with your own designs. 3D Construction Kir will be suitable for all ages: instantly accessible to the beginner but with considerable depth and levels of control for the more advanced user. And there's a more advanced user. And there's a free Freescape game included in the 3D Construction Kit is out in April

and start saving now — it's got a price tag of £24.99.



Further lack of pop, TV, films and fashion next issue!

● EUROPEAN SUPERLEAGUE
What's the toughest job in soccer?
Being Gazza's hanky supplier,
perhaps? Cleaning the big both
when the players have gone home
(urgh)? No, it's none of them.
According to CDS's latest game, it's
being the manager of a top
European dub!
European Superleague gives
players the chance to experience all
the high-powered thrills of taking
one of the top Euro clubs to the top
of the league. Choose from teams
such as AC Milan, Real Madrid,
Liverpool, Arsenal, Beyern Munich,
PSV Eindhoven and many more.
Thankfully, European Superleague
isn't a lext-only management game
from Dullsville. It's all graphicy and
icon driven (wool). Features include
multi-level gameplay, up to seven
computer opponents, 1500 players
with individual skills and the choice
of short or long seasons. You also
have to attend club board meetings. of short or long seasons. You also have to attend club board meetings, make important and often quick

decisions, set training schedules, talk team tactics, and deal with the press

club chairmant European
Superleague should be scoring a
goal in the shops now and we'll
have the full review next issue!

There's very little time to have an affair with your secretary in European Superleague



SOMEONE HAS STOLEN MY QUIMIND



SCHWARZENEGGER

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TURN INTO HIDEOUS NIGHTMARES, SUDDENLY
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WOULD BE ASSASING YOU DISCOVER THE
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YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISK OVER YOUR TRUE IDENTITY YOUR MISSION IS NOW:
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Some funny things go on in the CRASH offices you know. Some things (like the production team) you get used to. But the other day, I witnessed a spectacle never seen before; the members of the advertisement department standing on their desk yelling 'Yeeseek! Vermin! Call Rentokil!' It would appear we have a new arrival here at CRASH HQ. To whit: a mouse. Though why such a small rodent should intimidate that lot is beyond me. Enor, as we've called him (Geddit? Enor-mouse?II), seems perfectly friendly to me. He's always leaving small presents on desks for people to discover in the morning. Anyway, where was I? Ah, letters. The introduction of 128X-only games is this month's topic and further comments are welcome (as are mouse disposal tips). Letter of the month goes to Jadgev Kenth who gets a £4B software voucher. If you fancy the same prize, jot your wibblings down on paper and whizz 'em off to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

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HIT oast gire on of

OH NOLIT'S THE 128K

Dear Lloyd I'm writing to you in the hope that you can salvage my Christmas, I'm a 48K Speccy owner and I've been reading your excellent magazine for over a year. I've had my Spectrum for four years and my software collection consists of six full-price games (yes, only six!). This Christmas, I was hoping to add NARC to my collection. After reading your review I was fascinated, so I dropped subtle hints to my parents. They noticed and bought me the game. Imagine my disgust when I discovered, on Christmas day, that NARC was a 128K only game. I was really upset. I had geared myself up for the game only to be let down.

My very thoughtful parents (who kept the receipt) let me return the game. I asked the man for RoboCop 2. Guess what his reply was? Yep, '128K only'! Then I asked for Navy SEALS. 128K only! Arright! Three brilliant games and 128K only!

I know that the 128K machine cuts out multi-loads and you get better music and graphics, but please, please, please software houses, give us 48K owners some games!

If RoboCop was 48K, couldn't RoboCop 2 the 48K as well? I am sure the vasat majority of Speccy owners have a 48K. Ocean is losing profitt. Surely the more people who buy the games the more profit?? Why doesn't Ocean produce a 1:28K game and then convert it into a 49K game? That would only involve taking certain bits and pieeces out. As long as there is garmeplay there, 48K owners worn't mind.

owners worn't mind.

I know 483K owners can still buy other gaemes, but games like NARC, RobocCop 2 and Navy SEALS are destined to be chart toppers. How do you think 48K owners feeld if they can't even get the chance I to play let alone buy the game? If feel very angry about this, My Christmas was ruined. Jagdev Kennth, Walthamstow, London

Do the vast t majority of Speccy owners havve 48K machines?

GANSH! THIS COULD BE A RESCUE OR A MAS BETTER PLUG IN THE OL' EYES OF OKTUR... OUTS! WARNING! WARNING KHOCK IONOCK I'M STUCK I'N HERE! BUNH! I RUN CUTA FOCO 'N STUTE! YOU GOTTA GET ME OUT! RESEEEEAAK THEN I WILL KILL YOU I WILL GIVE YOU NO! NO! I YAM REALLY A THESE TWO EYES E IS YUMWAT, OF INTER ALACTIC REPUSE DISPOSAL STLACK INSIDE THIS TIM GET ME CUITA METAL, BOY, IT MAKES VOL REFUSE! WOW! IS OUR HERD DEVIOUS OR IS HE JUS' DEVIOUS? HE IS NT HE? ISN'T HE, EH?

Who knows? There are no surveys or information relating to that much-pondered question. If anyone has an absolutely correct idea then they're probably on their way to making pots of money!

Ocean's decision to place its

major Christmas titles on the 128K machines were twofold. The 48K hasn't been on sale for over four years and thousands and thousands of 128K Spectrums have been sold since then. But it's the quality of the names themselves that are most important. Ocean's Development Manager Colin. Gordon says that Ocean didn't make a decision months ago only to publish 128K only games from now on. Though he did feel a lot of games were suffering because of the need to produce

a 48K version. Each game is now assessed at the design stage by the programmers to see the pros and cons of developing a 48K/128K game or a 128K game only. The games such as NARC, RoboCop 2 and Navy SEALS were so detailed and had so much depth that the programmers felt they could only do the games justice if they were given the whole 128K memory to work with. If they were forced to produced a 48K version the game would have been poor - and maybe you would have felt more cheated on Christmas day with a very poor rendition of NARC that cost your parents 11 quid.

However, don't fret; Ocean's next major coin-op conversion, Smash TV is to be published in 128K and 48K formats. The programmer decided that the major elements of the game could be squeezed into a 48K machine but it will be the 128K owners who reap the rewards of all for the fancy bells and whistles.

Remember that the Speccy was originally launched in a 16K and 48K version in 1983 - what would things be like now if everyone had stuck to producing games that ran on the 16K as well as the 48K? Anyway, there are still plenty of excellent 48K games to spend your dosh on - in fact, have a £40 software voucher and cheer yourself up!

There was loads of mail on the 128K subject, the following few extracts are just a pick of the comments CRASH received after Christmas...

Dear Lloyd got my CRASH Chrissy Special, poked at the games and the demos and... NARC! Wow! And SWIVI Mega! I flicked through the mag to find instructions and. 'Superb 128K playable demo from Storm!' Wot? Where's NARC? Ah. Death-dealing 128K demo from Ocean1'

Whatever happened to us

humble 48K owners? All the rest of the games are 48K/128K so why can't the demos be that way too? Apart from that CRASH is absolutely wickedly, radically... um... bodicious! James Town, Wallington, Surrey

... Have you noticed that while most 48K games have a lot of colour clash (when the games are in colour), the 128K games (like Saint Dragon) have very little, if any, Also, with 128K games there's little chance of anything on-screen disappearing. I would like to see more 128K games, but, I'm sure, few 48K owners would acree with me. Richard Bain, Yarm, Cleveland

Finally! And about time too! What am I going on about? Proper 128K games. I bought a +2 when it was first launched. having previously owned a 48K Speccy and I desperately wanted some special software developed for the 128K machines. It was around 1986 and a few software houses released 128K games Robin of the Wood, Sweevo's World, Supertest 128) but since then nothing (except US Gold's Redlam which was okay)

And now Storm and Ocean finally see sense and let rip with some excellent titles. Saint Dragon was great but my fave rave this Christmas was RoboCop 2! The sound! The music! The endless gameplay! I think most Speccy owners have 128K machine these days (all my friends do) and I would like to see more 128K-only software being developed. Simon Bridge, Plymouth, Devon

.RoboCop was a great game and played it for ages last year. I couldn't wait until RoboCop 2 came out because it had to be bigger and better. And it was. So big that I couldn't squeeze it into my 48K Spectrum. A 128K only game means a lot of people can't play it. I was really annoyed. Surely a cut-down version of the game could have been included on the tape that would have worked on 48K Speccys? Peter Jones, Manchester

All I can say to 48K owners is don't get a different computer get a +2! I had RoboCop 2 for Christmas and it's really excellent. That depth of gameplay with all the sonix couldn't be squeezed into a 48K machine (without about one thousand multi-loads!). I also just got E-SWAT which has a 128K version of the game on one side of the tape and a 48K on the other. Though it's not a particularly brilliant conversion the 128K game is tons better than the 48K which is awful. The game playing area only takes up a quarter of the screen! Next on my list of games to get is Navy SEALS and to anyone who is still using a 48K machine; sell it!! Anthony Hobbs, Reading,

Berkshire

If you have further comments to add about the 128K games situation, you know where I am. Don't forget to write which Speccy you own, and, if possible, whether your friends have a 48K or a 128K model. LM

GOING CHEAP?

Dear Lloyd

In the last issue of CRASH (Issue 84, January), in reply to a letter from Andrew Potts you told him that most of the software sold in the shops in 1989/90 was budget software. Could this be the solution to full-priced software houses piracy problems?

Most people buying computer games are still at school and have less money than software houses think. They don't mind paying a few pounds for a good game, but they have difficulty finding a tenner or more. Usually their parents are rejuctant to hand over this much cash for a game when they see budget games selling for much less

I myself am only 11 and I get £1.10 pocket money each week. I don't mind saving up for over two months to buy a full-price game. I am sure other people share my

In the summer, when hordes of

Telephone Number......

footballing games came out, they flopped because of the price. I'm sure US Gold and Ocean could have made some more money out of them if they were sold at about £5.99. But by the time people had saved up their money the World Cup was over and the thrill wore off.

At this rate people will forget about piracy and make their own games as I have done. Sean Wilson, Belfast, Northern Ireland

Many software houses have become set in their ways and are currently unlikely to change - games are sold for either a tenner or £3, that's the established pattern which everyone understands. A midprice point, as you suggest, has been tried a few times over the past few years and without - maybe the majority success of people, including games players, distributors and shop keepers, see it as half the price of a normal game and therefore half the quality.

Software houses do realise that there isn't that much money in the pockets of younger games players, which is why we have sudden waves of full-price releases at Christmas, Easter and September, when games are most likely to be bought as presents. Budget software sells steadily throughout the year



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MAKE IT YOURSELF

Dear Lloyd How correct you are to say the Speccy has a lot of life in it yet, Personally I think Andrew Potts (Issue 84) should simply throw his money away rather than get a console. Doesn't he know he can (if he's intelligent) make programs on a Speccy? I only have eight full-price games for my Speccy (hint! hint!), including the best release of the year. Pang. I think budget software is better than most full-price games. Offer me Dizzy 3 or RoboCop 2 and I would pick Dizzy 3. Paul Kerr, Bramley, Leeds

The art of programming seems to be getting lost with the Speccy turning into a 100% games machine. There are a few creative and intelligent amateur programmers out there and they can gain a reputation for themselves through the CRASH Powertape. So if, like Paul, you write your own games and feel it's up to standard, send it along and before long CRASH could be' showing your talents to the nation LM

> Helfo! I'm a rozzer from Dinamic's forthcoming game Narco Police! It's out round about now and the review will pap up in the next leave?



And now, from the glittering skip it's prize picking time!

The glittering skip has been doing overtime this month, judging all the results from the Christmas Panto Compos and the Turtle Compol No.

time (or space) to waste here are the winners!

TURTLE POWER

Imageworks offered over 100 prizes and the lucky fella who scooped the top prize of a video recorder and a Turtles video was Tommy Vanner, Lisburn, County Antrim NI 8T28 3EBI Hurrahi The 100 - 100// - runners-up

Jason McLoughun, Sothuel, W Mids B82
Bit's ARB, Tracy Yaylor, Botton, Lamos
Bit1 a RB; Tracy Yaylor, Botton, Lamos
Stuart Pearson, Wordsley, Stourbridge, W
Mids DY8 SJM, Steven Arthurs, Whitchurch,
Bristol SS14 OHU; Jaramy Cooper, Gi
Eversden, Cambe C83 THR; David Boydell,
Slalybridge, Cheshire SK15 aDU; Brace
Glazler, Guitchard, Surrey GUI, Psi, Martyn
Shleids, Chranterlassis Ave, Hull HUS 3NA,
Rosemary Cotes, Portland, Dorsel DT4 2AY;
Paul Smills, Stretbord, London E15 100;
Master T Craig, Creigend, Glasgew G33
SQL; Richard Slater, Highbridge, Scrnersel
TA9 4AB; Jason Dey, Simon-Jennings,
Northleach, High Street, Glos GL54 3EU;
Alan Scrivins, Chessington, Surrey KT9 1JZ,
Angue, Watt, Lhanbryde, Moravshire, IV30
JUI, Helon-Marie Diamond, Rd. Glasgow,
CH1 2ET; Mark Norman, Crimsby, South
Humberside DN33 1NX; Kevn Edwards,
Graivesend, Kont DA12 4LH; Roddy Guitery
Bridgenoth, Shropphas WV16 5JT,
Danile Edwards, Higher Openahaw,
Manchesles M11 EZ, Asmara AM, Bredford
8 DD 88E; Robert Blanks, Guildrod,
Surrey GU2 SSH, Duncan Davidson,
Windermere, Cumbria LA23 2DL; Robin and
Mike Palmer, Norwich, Norfolk NR13 gPD;
Paul Ainscopph, Leyfand, Prestion, Lanes
PR5 3AP; Dean Louringe, Haverhill, Suffolk,
CR4 3NE; Anfraw Bork, Brader 6,
Bastbourne, East Susaer, 8N21 1RJ; Ben
Biddiscombe, Swidon, Wits SNS 8BJ,
Richard Hunter, Spretboreugh, Doncaster S
Yorks, Dominio Chung, Salford 6,
Manchesler M1 Tolay, Salford 6,
Manchesler M1 Tolay, Salford 6,
Manchesler M1 Forticol, Wicroster WF5 3DX,
Neil Blenkinson, Westwoodsade, Doncaster S
Yorks, Dominio Chung, Salford 6,
Manchesler M6 TWX; Ashiey Dundas,
Hakin, Milford Haven, Dyfed SA73 3EU;
Robard Hunter, Spretboreugh, Doncaster S
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Hakin, Milford Haven, Dyfed SA73 3EU;
Robard Des Servins Brookers, Shory, Shory,

Attonison, Framoton on Severn.

Glouestershire, P. Render, Dewsbury, YV Yorks WF13 3R2; Chris Howe, Chaddesden, Derby DE2 5SF; Allson Ashley, Gravesand, Kent DA12 5LF, Brian Nissin, Sunningsfeld Road NW4 4RA; James Coyne Gesport, Hants PD12 4AY; Paul Sentin, School WK165 RN 28E, Deschil

Gosport, Hents PO12 4AY; Paul Smith, Sollhul, W Mids B91 3NE, Depial Thompson, Nowbiggin, North London NE64 6XB, Jonathan Reynoldis, Brosaley, Shropshira F12 5NS; Creg Commick, Bridge of Don, Aberdoen AB22 8TG, Andrew Doylan, Cheadle Hulme, Cheadle, Cheatles Sk6 6HE, R M Wern, Milton Keynes, Bucks MK6 4HZ; Chns Daighesth, Kews, Langholm, Dumifreshira QG13 0HJ; Shari Galloway, Aberdeeri AB1 6RQ; Paul Wilkinson, Gt Harwood, Lence 886 7AP; Leeloy Reeves, Safford M6 6EY; 95) Chris Calgisish
Glendivan Ferm, Ewes, Langhoth, Dumifreshire DG13 0HJ; Kelly Cooper, Raiby, Leicester LE6 0NR.

CODEMASTERS COMPO

From the Dizzy compo, the winner of a colour TV is Myles Haughton, Uckfield, East



Sussex TN22 1THI Runnersup who each get a T-shirt аге:

are:
Simon Williams, RAF Widdenrath, BFPO
42: Paul Dobson, Banstead, Surrey SM7
2JB; Casey Reed, Meadows, Nothingham
NG2 2EP; Andraw Lewis, Health Frm
Shrawabury SY1 3HR, Richard Lene,
Dorridge, Schhall B93 8BY; Phillip Young,
Tremores, Cardiff, S Wales CF2 2PS; Sharl
Howard, Edmonton, London N18 1NN,
Matthew Holland, Wigan, Lance WN1 2HD;
B G Skelton, Spotton, Nr Galraborough,
Lince DN21 3OT, Brisin Mohlgomery,
Haywards Heath, W Sussex RH16 4QE

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3. A concrete path leading up to a house

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P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

Aladdin compo, which offered England Footy strip, phoies and a Gazza game is Nell Barber, Widegates, Nr. Looe, Cornwall PL13 1QEI

Games and photos for the

runners-up, who are: lae Small, Gartmere, Stirling, Scotland FKB SRJ; Andrew Deaning, Thorsdury, Bristol, Avon BS12 1AW, David Jacks, Chaitisen, Keni ME4 53Q; Lee Swannack, Formdale, Rhondda, Mid Glam, SWales CEALAGO.

CF43 4NG.
Andrew Ollect, Giberdyke, Brough HU15
2XS, Stuart Richards, Higher Heath,
Whitchurch, Shropphire SY122B, Mr. J
Rawthston, Huyton, Liveryocol 136 3SS; Mari Broum, Tilehurst, Reading, Berke BG35SW.
Cevid Challenc, Grees Sutton, South Wirtel
166 LX; Billy Hynes, HighburyQuadrant,
London NS 273; Raje Nav, East Ham,
London NS 273; Raje Nav, East Ham,

GREMLIN COMPO

Gremlin's Sleeping Beauty compo had a super Skalextric set for the winner! Who is it? Why, it's V Holliday, Somercotes, Derbyshire, Lucky blighter!

KIXX COMPO

Every Kixx game ever, ever, ever was the prize on offer and the person who now has one of the biggest software collections is: Leigh Wilson, Bridgenorth, Shropshire!

OCEAN COMPO

First prize in Ocean's Cinderella compo was a ghettoblaster, and copies of Puzznic and Plotting. Who is going to be annoying their parents with a lot of loud noise? It's Paul Davies, Wood Lane, Stoke-on-Trent ST7 8PD! For runners-up there are copies of either Plotting or Puzznic, and their names

are:
Anthory Hughes, Llarnumey, Cardid,
Wales CFS 9.JN. Jambs McGuire, Old
Traiford, Manchester M16 7GD; Trevor
Croucher. SI Peters, Broadslairs, Kerl CT10
3HN; Colin Mal, Leeds, LS7 2LL;
Synus Wynne, Edgware, Mddx; Jonathan
Raggett, Mempshott, Bashingsloke,
Hampehire RG22 SPD, Pauf Bleck, Lexden,
Colchester, Essex CO3 SAD; Mr D Prinkett,
Yeovi, Sometrast BA21 APY; Daniel While,
Henbey-in-Aurien, Sollhult, Wilds B95 5LF,
Gary Honelghan, Oswaldswiste, Lencis BB5
SQD; Mr J S Forward, Chislehurat, Kent BR7
SUG, Michael Burke, Whiley Say, Tyne and
Wear NE26 SUG; Metthew Jones, Permand,
Swanssa SA3 ZDP, James Chambertsin,
Crotton, Wakefield, W York WP4 1LH;
Matiew Edmonds, Utoxeler, Staffa ST14,
Millshie BA5 SZMY; Stust Poscron,
Wilshie BA5 SZMY; Stust Poscron,
Wordsley, Slourbridge, Wast Mids DV8, SUM Wordstoy, Stourbridge, West Mids DY8 5JH, Chris Jones, Homohisch, Essex RM11 3HA; Paul Norton, Breightmel, Bolton, ABL2 6JQ

SEGA COMPO

Sega's Jack and the Beanstalk compo had a Sega Master System Plus as top orize. And Britain's latest console owner is: Keith Lambert, Chorley, Lancs PR6 DANE

Runners-up get a Sega

Matthew O'Donoghue, Bromley, Kenl BR1 3PX, Jamle Bywater, Wolfescote, Nr Staurbrdge, W Mide DV9 9BB; Richard Lillycrop, Watton, Norfelk (P28 8EL; Ben McDonald, Strawsbury SY3 77B; Peul Fox, Warley, Leeds US27 0DG

US GOLD COMPO

And finally... A Nintendo GameBoy, courtesy of US Gold, was up for grabs in the Line of Fire compol The Winner is: Mr A Thomson, Hainault, Ilford, Essex IG6 30R1

Runners-up get a copy of the Sega Master Mix compilation!

compilation!
David Maddison, Lorth, Lines LN11 OHX;
Paul Render, Densbury, West Yorkohlro
WF13 3R2; Mattew Noble, Gainsborough,
Lines DN21 IDA; Roger Day, Morth End,
Portsmouth PO2 8B5; Barry Fitzpatrick,
Cundy Cross, Barrsley, South Yorks S71
SQU; Philip Bartist, Bexhill-on-Sea, East
Sussex TN40 1TH; Paul Neal, Barrow-onSea, Loughborough, Lines LE12 8QH; Alan
Patten, Rainhill, Prescot, Mersyside L35



6NQ; Wesley McGovern, Hesten, Middlesex TW5 0RL; Gareyth Coles, Taunton, Somerset TA2 7QB

And that's it - about five billion prizes given away! If you haven't won anything by now, give up! Haw! Haw! No. seriously - keep entering those compos, your lucky number might come up one day! Unless it's 2,546,832, 836, of course.

EDITORIAL DEFICE NameReld Luckow Shropphine SY8 LW 0584 87851 fax 0584 676044 Editor Other Frey Features Editor Richard Eddy Sub Editor Whren Legworth Staff Writers Mark Carrent, Nick Roberts, Lloyd Margram Art Editor Mark Kendrick. Photography Mchael Paridiano Production and Circuitation Director Jonathan Rights Systems Operator Paul (Charles) Chable Repregraphics. Matthew Ultindot (Supervisor), 6:bbh Hamilton, Robert Allbhamp, Tim Morris, et al Petoter, Lloyd Marchael Paridiano Production and Circuitation Director Jonathan Rights Systems Operator Paul (Charles) Chable Repregraphics. Matthew Ultindot (Supervisor), 6:bbh Hamilton, Robert Allbhamp, Tim Morris, et al Petoter, Lloyd Marchael Luckowski Supervisor), to Lewis Mail Order Cero Kinsey Subscription Indian Carolina Edwards Carolina (Supervisor), but Lewis Mail Order Cero Kinsey Subscription Indian Printed in England by BPCC Business Stephens, Systems, Systems Mail Order Cero Kinsey, Subscription Indian, Fritade Edwards Carolina, London, Fritade in England by BPCC Business (Sangazines (Carolina)), Systems Stephens (Carolina), Carolina, Carolina

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More frenzied action with our blue-feeted friend. This month, NICK ROBERTS takes a look at some of your letters, as well as giving you all the latest Coupe gossip. Keep the iotters, pictures and demos rolling in to: Newsfield, Nick Roberts, SAM PAGE, Crash, Ludlow, Shropshire SYS 1JW.

NEWS UPDATE

- It looks like SAM Computers Ud are in for an exciting year — they've got three major products ready to burst out of their Swansea headquarters, Masterdos is the product all disk users have been waiting for. It's a set of advanced disk utilities that allows SAM disks to be used in a similar way to normal PC ones. Masterdos sets up a set of root directories and can handle up to 700 file names at a time, instead of the 80 on the normal Coupé operating system. Masterdos should be available now at £14,95. This is a stand-alone product but will also come in very useful with the ...gaiwallof
- Due to popular demand, SAM Ca are producing a one megabyte memory upgrade. Instead of being lixed internally, like the 256K upgrade, this comes as an external memary connection formatted as a series of 780K disks, You can have as many disks as you like — you could turn your Coupe into four megabyte monster medine!

Tasks like transfering all the files an the computer into RAM are simple with this amount of memory. You could store six games in one meg, and call them up instantly, or use if to make quick back-ups. The megabyte memory upgrade costs \$79.95, the same price as a disk drive, and in line with the prices of upgrades an other machines.

■ The SAM Buss casts a tidy £49,95 and gives the Caupe four expansion parts to play with. The package has four external interfaces which are fully buffered and comes with a builtin realtime clock, which would be very useful when used in conjunction with the Masterdos system.

There's also an external power socket, in case your normal SAM power pack can't cope with the extra power demonds. This product will be helpful to anyone wanting to expand their SAM Coupe.

The long-awaited SAM Mouse has finally been designed. SAM Co are

now waiting for special chips to be made so they can go ahead with the project. Alan Miles said to expect something around Easter, although he was making no promises.

- For anyone interested in using the Coupe for MIDI sequencing, the All Formats Computer Show in London was the place to be recently. Time Humphries has developed a system which he demanstrated at the show. The finished product should be available in time for the next show, to be held towards the end of February.
- Having traubles with your SAM? Then you'll be interested to know there's a place to go for advice and repairs. PBT are an efficient and speedy repair centre that specialise in the Coupé. If you have any problems you can contact them on 0639
- Finally, I have hot news an SAM Tape 4. The battle of compatability with the Spectrum could be over (we're all keeping our lingers crossed!). This new version of the emulator tape should be available around the middle of February so watch out for it.



SOMEBODY HELP! *Dear Nick

I have a problem with my SAM Caupe and I wondered if you could help. The problem is that I'm doing my own program and I would like to know how to call up another screen by pressing one letter on the keyboard.

Christopher Twamley, Castle Bromwich, Birmingham

Can any of you Coupe Crazies out there help Christopher out? If you can, send your solution in to me at the usual address and I'll pass it on.

SOFTWARE SORROW

Dear Nick

I have a few points to make about the state of the SAM Coupé's support. There has been obsolutely no movement ar commitment made by any software houses, except Enigma Variations (and Domark for their Tengen licences). Major houses such as Ocean, US Gold and Code Masters have made empty promises regarding the Coupe, ie compatibility ollowances, Coupé Strider and Treasure Island Dizzy, respectively. One would think that with the

thousands of Coupes in the UK it would be an exploitable market by

now, but still it is ignared. Some months ago, I wrote to Code Masters, US Gold, Domark and Ocean. It's interesting to note that only US Gold replied, with gulf about a special conversion of Strider, which failed to appear. Since then, out of the four only Domark's name has appeared in the hallowed SAM page (and these Domark games are being handled by SAM Co's software wing, Enigma Variations), Thank God for PD. Local software stores are also

conservative about the Coupé beyond all reasonable coution. Local Belfast stores have certainly heard of the Caupe, but won't stock SAM Co products unless the Coupe 'takes off' This, I feel, is their stupid loss, and a

rough the solution of the solu Eamonn Creen, Belfast

Quite right too, Eamonn. More commitment is definitely needed from the big software houses. Just promising that their Spectrum releases will be compatible is not enough. 5AM owners want to see their glorious computer in all it's glory, not running games packed with monochrome graphics and beep sounds! So come on everyone, what have you got to loose? Enigma Variations seem to be making a living out of this computer.



* A glimpse at what's in store for you on the free SCPDSA dema disk.

SCPDSA ALL THE

t bet you're wondering, 'What's all this SCPDSA stuff about?' If you own a SAM Coupe and you're not, you ruddy well should be! It stands for the Sam Coupe Public Domain Software Association, set up to provide an easy source of information on all SAM PD.

The SCPDSA is part of Team Som and have the full support of SAM Co. The association works by producing a constantly updated cartalogue of all public domain software available to iam awners, Called SAMsational Softwarel, it's available by subscription for £2 and comes with a free dema disk, containing some examples of what to expect from your

favourite computer.
As well as being a source of PD, SCPDSA also protects the programmers of SAM masterpieces by registering their software at the association. Awards of quality will also be made so programmers have a standard to aim for and users know

exactly what they're getting.

If you're interested in the Sam

Coupé Public Domain Software

Association (a bit of a mouthful isn't it? then write to: SCPDSA, 42 Eaton Drive, Kingston Upon Thames, Surrey KT2 7QT for a subscription MYETTI.

Thut's it for this month. Things are definitely looking up for the SAM, following a particularly good period loading up to Christmas. The computer's popularity is growing and a development in Poland is on the curds (golly!). Good luck Uncle SAM!

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What happened then? Erm... Oh, yeah, Ultimate sold their name to US Gold. And later bought it back. Except by thiis time they'd decided to change their name to Rare, and gave up the Speccy for the Nintendo console. Then it all went quiet again.

But In 1990, Rare designed Solar Jetman for the Nintendo, which was published in the USA by Tradewest, and everyone said

Hurrahi He's back!

Now another company enters the story: The Sales Curve, publishers of Storm Software (Saint Dragon and SWIV), signed a deal with Tradewest giving them the rights to produce Speccy versions of lots of Tradewest's games — including Solar Jetman! And here II is! (Nothing is ever simple when you're dealing with Jetman.)

THE PRIZES!

Solar Jetman from Slorm looks like being an absolute stonker of a arcade gamel And Storm are celebrating the happy event with a top prize compo! On offer as first prize is a complete Nintendo Deluxe console set, which includes the control deck, joypads, a robot and a couple of games! Not only that but a copy of Nintendo Solar Jetman Is also being thrown in!

There are prizes for runners-up tool Yes indeed! Because we know (from the Crashtlonnaire results) that some of you own Nintendos as well as Speccys, there are ten -- ten!! -- copies of Nintendo Solar Jetman on offer! But If you don't have a Nintendo, Storm are stumping up ten copies of their latest smash hit Spectrum game, Saint Dragon (what nice people)!

HOW TO WIN LOTS

To be in with a chance of winning, put your thinking in-acreative-sort-of-way hat on and design a monster! Erm, yes, it does sound a bit silly, really. But there is method in our madness (sort of).

We want you to create a new friend or foe (doesn't have to be a monster) to Join Jetman in his comic strip adventures here in CRASH. Draw a picciel Jot down details on what he/she/it's like, and the sort of things they get up

The judge for this compo is Jetman's artist John Richardson, so check out the last few strips to work out what tickles his funny bone. You can be as mad as you want with this - Just have

Send your entries, along with your name, address and whether you want a Speccy or Nintendo game, to: NEWSFIELD, MONSTER MAD COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Everything here by March 21 pleeceease!

WHERE HAS HE BEEN?

Can you remember any of the old Jetman games? Erm, only a

last time Jetman made

few of you? Not surprised, really, as the

The history of Jetman goes like this: There was this software house called Ultimate, who were considered the be-all and end-all of whizzy Speccy games. One of their first heroes was Jetman, who featured in two splffy offerings: Jetpac and Lunar Jetman. Then It all went gulet for about six months.

In June 1984, CRASH Issue six hit the streets and, with no Introduction, the first Jetman comic strip appeared. Ultimate continued publishing smashing games, but none of them starred



You'll be as mad as a March hare if you miss the superscillious tips I've got for you this month. All fans of the egg-type bloke are in for a real treat (I think he means Dizzy - Ed) because there's a map and solution to the cover game from the January issue, Dizzy 3.5 and everything you could possibly wish for on the falest Dizzy adventure, Magiciand (including a prodest mee by your build).

(including a grody map by yours truly!).

If you're more of a serious gamesplayer then help on Infogrames'

Hostages might be what you're looking for. Ray Parry of luverly Liverpool is a bit of a serious gamer and receives a £40 software voucher for his look on the game. Well, I haven't got time to waste, I'm going to get back to trying to complete Megicland Dizzy. See you at the end.

Here's a little cheatette for all Pangsters out there, it was atumbled upon by Andrew Naylor of Beaston and his mate, it will take you on to the next level of the game, handy as there are loads of levels to complete.

Take your player to the right hand side of the screen and hold down right. Now press 'H' to pause the game on

any level you've reached. Keep the key held down until the music stops. The streen should now go still for a moment and then the game will go to the end of level screen with the characters on it. You should then move on to the next level. If it doesn't work first time (it's one of those temperamental ones), just unpause the game and try egain.

More fun with your poking pal Graham 'Turbo' Mason this month. Just take a butchers at what this master of Spectrum hacking has

end-of-levui timer Yogi's Greed Monsier — Infinite

energy, infinite aweet power
Hawk Storm— far too meny to list,
infinite everything possible!
Edd The Duck — infinite lives
Finelard — Infinite lives
Pang — players one and two infinite

Anyone who's stuck on this action-packed game from infogrames will

be glad of the halp on offer here from Rey Parry of Liverpool. For his

troubles Ray gets this month's £40 software voucher.

POSITIONING YOUR MARKSMEN

Depending on your choice of mission, the density of the searchlights varies: LIEUTENANT — low density CAPTAIN — medium density COMMANDER — high density

How to deal with the searchlights:

J 'V' lights — comparatively easy
Welt until the light is above DICT
man's head then walk under or
forward roll to make sure you clear the

oeam

O Vertical lights — very easy, Just, wait until the light leaves the screen then walk forward.

O Triangle tight — moderate, Wait until the light is moving upwards to its finishing position, the roll undermeath making street you clear.

raking sure you clear.

Parallelogram light — hard
Follow the beam when moving left to right, he down in the middle of the pattern and well until the beam comes back. When it passes over get up and

back. When it passes over get up and carry on.

O Reverse parallelogram — very difficult. The only way I could find to conquer this one was to walk through it, or if you're fucky and there's a door or whatow in the middle of the pettern, follow the beam then enter the hiding place and leave it after the beam has passed behind you. Give your man half a second to carried out the time it takes him to leave his hiding place.

O Reverse Triangle — difficult Follow the light until it's in finishing position then roll away as fast as you can. Continue rolling until clear, the beam is harder to escape because it's moving in the same direction.

Strategy
When controlling a DICT man, if you find yourself surrounded by lights it's best to head for the nearest hiding place in either direction. The three designated shiper posts are located between these positions.

Always try to get your first shiper into the thind shiper position as this takes the pressure off getting your remaining anipers into position Don't settle for second best, always try to get all three shipers into position, and on commander level all I can say is good tuck!

STORMING THE EMBASSY Abselling (128K only)

1 ▼ Position man on roof. 2 ▼ Press and hold fire, three

seconds will do for maximum. 3 ▼ Press right and release fire

A V if you wish to stop, pust left, if you wish to break through the window, push left when the DICT man's head is level with thetop of the window pane.

If you stop above the window entry level, push right to open the rope and descend, then left when the DICT man's legs are vertical or when you descend to the correct height. If you stop below, the window, push up until the DICT man has reached the correct height.

INSIDE THE EMBASSY

INSIDE THE EMBASSY
Enter the Embassy through the third
floor, bottom right window. The one
next to the stains. Press fire and
position your cursor in-between the
door and the bottom picture; just
above your man's head. Do this to
prevent losing the advantage over a
terrorist; after using your weapon it's
best to reposition your gun.
Using one man at a time is best as
you only have to concentrate on one
thing at a time, making ite more
manageable.
On the first four missions you can
see terrorists on your ministrap. Try to
elimate them first. Follow this
procedure

Corridor encounter: Blow them away, simple!

Room encounter: Slightly more complex. One, centre cursor before entering room. Two, if tempist is behind the door, shoot at it and he should move. Three, enter the room and fire the gun continuously, walf for the tempist to face you. Op not try to face him. When he appears, shoot him—aim for the head as this is good practise for hostage ancounters.

Hostage Encounters

Hostage Encounters
If you come across this and it's not immediately next to you in the comidor, try to escape or you'll waste time moving to the hostage. Do NOT try to shoot at the terrorist from a distance as you will most probably but the hostage. To eliminate a terrorist with a hostage follow this procedure:

1. Authorises of gun at the tops of the screen and in the centre of the horizontal axis.

2. Enter the room and fire, wait for the lerrorist and hostage to appear then bring the cursor down onto the terrorist. Once hit, release the fire

button to make sure no.. don't kill the hostege Orice dead, the terrorist disappears. Take the hostage to the designated room

DtCT Strategy
1 Once a floor is cleared, place a
man by the top of the stairs to prevent

free movement of terror—1 2 On mission assault, take care when entering a room as terrorists are only shown on the mini-map when in a

Only use marksmen when you have a definite target, as hanging around wastes time and could put a member

or the learn at risk.

4. When using marksmen con't try to shoot at the two figures following each other as they represent a terrorist and hostage. If you do shoot you'll kill both and to kill a hostage is almost as bad as shooting one of the Gusen's

MAYAKKI S



It's eggstraordinary! I get nothing on this fab game for weeks then two solutions come in at the same time! A bit like waiting for a bus around here. For all you Dizzy fans out there, here's the complete lowdown on the fittle bloke's fatest adventure, Magicland, compiled from letters sent in by Nell White of Doncaster, Nell Scribbins of Milton Keynes and my own tippets!

Key to objects and characters

A Diamonds — collect 30 and give them to the devil at the end

B • Black Cat — give it to the witch C • Shark — jump on it's fins

D Ancient Lamp - rub to summon

E . Handle - wind up rope at well to get bucket

F Power Pill - eat Ghosts G . Gold Cross - use to ward off

H . Lightning Rod - Place on

Dozy's alter ready to summon Zaks

I • Bucket — fill with hol water from geyser and melt Denzil

J • Monkey — avoid his coconuts

(way-heyl)

K ● Dagger — to cut the rope holding.

L. Back Door Key - open the back

M . Ghost -- kill with the power pill N • Drink Me Potion — give to Daisy

O Fireball — avoid them ● Trident — to kill Zaks

Q · Poisonous Apple — give to

R . Goat - buts Iroll off the bridge S Troll — nasty piece of work!

T ● Harpy — no need to go anywhere near him

U . Bard/Magic Pipes - give him the stereo

V . Bag Of Rubbish/Empty Milk Bottle — useless W ● A Cloth Duster — lo rub ancient

X • Eat Me Cake — useless · Big Stick - hit goat with stick, he will bolt the troll

1 Dalsy - give her a drink 2 Denzil - hot stuff!; he'll give you the stereo

3 Dora - kissy, kissy!

4 Dylan - hubble, bubble, toil and

troublet

5 Dozy -summon a shock

6 • Grand Dizzy — rescue him moonwalking!

7 • Queen Of Hearts - she is a tart 8 • Zaks — the nasty wizard himself, poke him with something sharp

9 • Vampira — can get very cross 10 Devil - making deals with the devil?

11 Prince Charming - more kissesi

12 . Good Witch Glenda - with a big cauldron

Where to find the 30 diamonds

1 # West Tower

2 + Zaks' Tower

3 . Curlouser And Curriouser

4 • Chess Board 5 • Main Hall

6 + Entrance Hall • Crypt

8 + Oubliette

9 • Troll Bridge

10 • Top Walch Tower

11 ♦ The Lower Tallest Tower

12 • Bard's Tree House 13 • Tower With A View

14 • In The Clouds

15 • Up A Tree

16 • Hidden behind a railing in Sword in The Stone

17 • Throne Room 16 • Castle Back Door

19 + Hidden behind a railing in **Bushy Grove**

20 + Mysterious Monolith 21 + Weird Henge 22 • In the first Haunted Swamp

23 + Under the cauldron on Good Witch Glenda's Isle

24 + Hot Water Geyser

25 ♦ Hell Gate

26 # Hades 27 • Cracks Of Gehenna.

28 • Hidden behind a railing in Cracks Of Gehenna

29 • Down A Well

COMPLETE SOLUTION

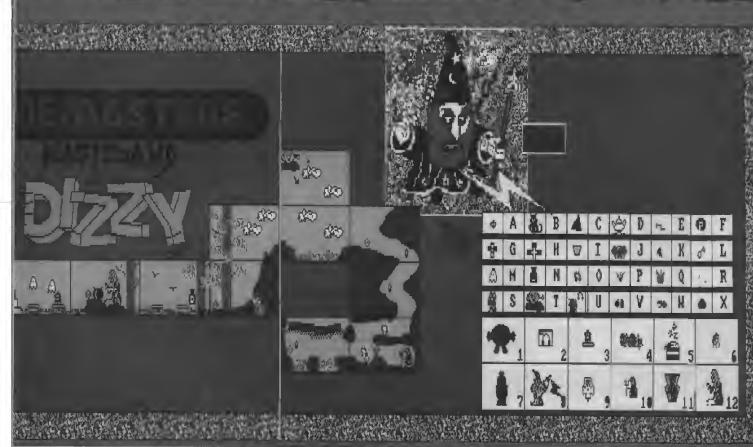
30 • Secret Passage

L, take key, I, I, jump over well, I. Go. across water on shark's back, use

key, drop milk bottle, i, get handle, up staircase, I, I, u, get power plil, d, r, r, r. Jump anto window sill, jump anto the cloud avoiding the bat, jump right, fall anto the top of the well, jump right, jump left, take duster, fail off cloud, d. Stay on the left side of the well, use handle, take bucket, drop duster, jump over well, r, r, r, r. Kill ghosts, jump across lilly pads, take Dora Frog, r, talk to Glenda, r, cross the lilly pads attempting to avoid the mosquitoes, fill bucket, I. Get Drink Me potion, go back to the Grand Hall, drop everything except Dora, I, give Dora to Prince Charming, r, up staircase, r. Jump across to the top of the well, jump right twice, take stick, u, go to the middle of the top right platform, jump right, collect the black cat. Jump right off the edge, take dagger, jump left twice, go to Glenda, give her the cat. Go to the Grand Hail cutting a leaf from Dylan's bush on the way but not picking it up. Collect the bucket, I, I, start the drawbridge, i, i, i, cut the goat's rope with dagger, hit goat with stick, I. I. drop bucket on Denzil. Take stereo back to the hall and drop it, take the Drink Me potion, u, go to the window sill. Jump left onto the top of the bed, jump left off the edge, u, u, take the rod, d, d, l, get cross, l, jump out of the window, l. Drop rod onto Oozy, I, I, I, I, d, d, the cross will make Vampira stay away but you can't avoid the bat. Take the torch, r, drop potion onto Dalsy, I, u, u, r, r, r, r, cotlect apple, drop cross, go to Dylan. Collect leal, go to Glenda, give all the three Items to her, take the potion. Go to Dylan, use potion on Dylan, go to the hall collecting the cloth on the way, drop cloth, collect stereo. U. I. I. Jump out of window, d, jump left off the platform, u, jump right, jump right, jump left, drop stereo next to the Bard. Take the pipes, go to the well, go onto the right side and fall left. Jump right, play the pipes, wait for the rat to go. ump left, I, collect something sticky, I, collect lamp, u, drop pipes, take cloth, go to the sword in the stone. Take Excelibur to make you a King Dizzy, I, drop lamp, use dustor on lamp to free Dozy, drop duster, go to the ice castle. Jump left, u, u, jump left off the edge of the top left ledge, d, go into the mirror. Your controls will now be reversed, take the Queen, I, avoid pawns, save Grand Dizzy, go to volcano, jump across using the smoke clouds, r, d, d. Go to the devil, take the trident he gives you, go back to Zaks at the top of the Ice Castle, avoid his lightning. Drop the trident on him, take the ring, go to the devil, i, jump left to the middle stone, drop the ring into the lave, r, go to the devil You now have to find all 30 diamonds. and return them to the devil to complete the game! Piece of cake. oh no. I'm getting bigger!



MYSKIKI SYRUMAKAYSKIKI SYRUMA





アンストレングライングラング・アンストレングル



TopCat in Beverly Hills Cats Pick up a piece of litter and drop it.

pick it up again and drop it again. Keep doing this for a high score because you get 100 points each time

you do it! (Oliver Wilkinson)

Lords Of Chaos

Go to Design Wizard and create a wizard called 'Cheat'. Then design wizard two, which is you, and go to Character and deplete his magic resistance until it won't go anymore. He should have lots more experience points. Spend them all on what you like, when you have done this go back to the main menu and delete the cheat wizard. All evidence of cheating has been erased. It's a good idea if you save this wizard then you can use him over and over again. Happy spellcasting!

(Oliver Wilkinson)

Yogi Bear in The Greed Monster

On the option screen, hold down in ARC+8KG together. The border w will go white. Start the game as normanal and, as if by magic, you'll have infinite

energy. (Roy Hudd)

Midnight Resistance

When you reach the tank at the etend of level two, quickly move back up thithe ledges to the very top. Then you a can fire at the tank to your hearts continent because the missiles won't harm n you if they touch you. Be careful thougugh if you lie down you will be blown u up. (David Boyton)

RoboCop 2

Hold down GTI while playing the i game and you will advance to thee next level of the game (Simon Gould)



More fun-packed action from the hero in an egg shall. This time it's our exclusive game Dizzy 3.5. This complete solution to the cover game has come from Travor Skoulding of Brandon.

From screen C. go to screen A and pick up the starting handle and jump left. Then pick up the long rope and walk to screen D. Use the rope and Dizzy will pull down his sen from the tree. You'll now be able to get the sto

right from the end of the platform and keep your hand on the right key. Etrop the books and pick up the short roope Use the long rope and the ropes should become lied together. So not the machine and use the tied ropes. So, left of the machine and use the tied ropes. So, left of the machine and use the starting handle. It won't etail, but so it three times and, as if by magic, it does! Now jump into the tiseportiser and you will end up at Weind Hemige in Magiciand, ready to start the next! Dizzy adventure (or complete it if you use the solution in this issue!).

A few tips on the groovy beat 'em up from none other than those peeps at Code Masters. John Bridges of Lendon is the man responsible.

* Thai Boxers: Don't try to punch them or they'll grab you by the hair and kick the stuffing out of you. Give them four drop kicks (from a distance, of course, or they'll punch you averytime you jump up).

* Chairsaw Man Give him two drop kicks from a distance like with the thai boxers or he'll slash you to bits with his chainsaw.

* Baseball Bat Men Drop kick them twice. If you get done they will smash you over the head a few times!

BEWARE.

* Rats. These redents ribbile you? ★ Thai Boxers: Don't iry to punch

★ Rate, These rodents nibble you: * Rate; these poems noble your toes so give them one low kick each
* Sallors' These tramps walk into
you and drain your energy very slowly.
Punch or drop kick them.
* Knife Men: They need two drop
kicks to dispose of them. Don't get to
close or they'll stab you every time

you klok

* End Of Game Man: This git throws cleavest if you get hit two or three limes you're a gonner Kick them three or four times.

* Ricky 'Death Star' Chang: He'll try to run you over in his forklift truck. If he comes, just run through the big arches for cover. The truck can't fil through so it'll smast into the side and stan.

Yes, I've actually completed Dizzy 4! Woood! And of course, I didn't cheat by using the solution (you believe me, don't you?!). I can't wait for the next Dizzy adventure, perhaps Dizzy in Space? Please keep sending in all your tips, maps and cheats on all the new and old releases, I need something to keep me away from my prezzy from Code Masters the Dizzy Collection pack. The address is: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SYS 1JW

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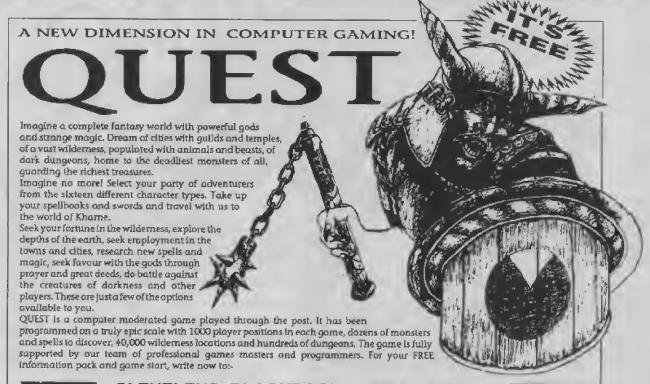
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D. HOW DO YOU WR



Programmer Fred Williams at work using the PDS link between a PC and a +2

Barely a month goes by without CRASH receiving a letter that goes 'I want to be a programmer, how do you do it? I enclose a stamped addressed envelope.'. Where do you start to explain the ins and outs? Erm... Well, we haven't a clue. But we know a man who does! Here PAUL RANSON, boss of development house The Big Red Software Company, creators of Wacky Darts, Dizzy 4 and CRASH's Dizzy 3.5, reveals the basics...

'How do you write computer. games? It's a question that's often asked but not easily answered Computer games programming has come a long way since the days when a couple of mates tapping

away on a rubber-keyed Spectrum with a copy of Machine Code Programming for the Absolute Beginner, Art Studio and Ihree pages of game specification could knock out a chart-topping success Nowadays, you rarely find publishers giving contracts to bedroom hackers

Work is Invariably given to development houses, many employing up to 20 programmers, artists and musiclans. Creating computer games is now a highly specialised job. Good games are a combination of the talents of artists, musicians and programmers. The work is hard and full of high pressure: often programmers will have to work through the night to complete projects in time.

 Peter Ranson, one of Big Red's graphic artists, us 10 an IBM to create a few Dizzy graphics



THE BASICS

So, what is required to become a computer games programmer? Well, you require three talents: a skill in solving logical problems, a thorough grounding in maths, and an appreciation of what looks good. Then, of course, you need a good dollon of experience

A good programmer is not worth a sausage without a development kit to match, Virtually no computer games are developed using a single Spectrum, Instead, the Spectrum is controlled by a host computer, in our case an IBM PC, A special gadget is plugged into the expansion port of the Spectrum which connects it to the back of the IBM. This circuitry, known as a transfer board, allows the Spectrum

and IBM to communicate. The program instructions are typed into the IBM and with the press of a button (in Big Red's case, the 'Y key) the program is transported from the IBM into the Spectrum.

The advantage of using equipment like this is twofold. It allows programmers to dedicale more memory to the game which, in turn, means more graphics, more gameplay and more music. Also, the games are programmed much quicker which, due to publishers' deadlines, gives programmers lime to improve their games presentation.

So, how much does all this gadgetry cost? The answer is: a bloomin' packet! A decent IBM retails at approximately £1,000, the transfer board another £500. For the Spectrum and television, add another £300. With a desk, chair, tape deck and coffee mug, there's not much change left from £2,000 by the time you've finished

THE GRAPHICS

Graphics, on the other hand, are comparatively cheaper to produce. The industry standard art package is Electronic Arts' Deluxe Paint running on an Amiga or, preferably, an IBM PC. Graphics are drawn in a Spectrum monochrome mode and than transported, using the transfer board, onto the Spectrum where attributes are added with Art Studio. Generally, all the main game sprites and pictures are drawn this way. A good loading screen, however, drawn exclusively with Art Studio.

With all the an students there are in the world, you would've thought a good computer artist is quite easy to find, Not so. To simply be able to

sketch is not enough. Using a mouse is worlds away from drawing with a pencil; try writing your name with one! Artists must be able to animate spriles, squeeze them into specific sized boxes and, in the case of Spectrum loading screens. use attributes! All very clever stuff

THE SONICS

Technically, the computer musician has the most difficult job. He uses a strange combination of artistic and technical skill, the artistic to create the lunes, sometimes as many as two or three a month, and the technical to write his music driver, which should be as fast as any of the programmers' sprite routines, or It slows the game down.

Each musician has a different way of composing. Generally it's done using some nifty sequencing software running on the Amiga or Atarl ST to create a three-track music score. This is then reduced to its Individual notes and included in The Spectrum's music driver. Later this is given to the programmer who adds it into the game.

The time it takes to develop a game varies depending upon the technical difficulties. Usually projects are completed between 12 and 20 weeks.

Creating games on the Spectrum is great fun. Obviously, it's nineyear-old technology is beginning to show its age but the latest games show that the Spectrum can give consoles a run for their money. With a user base of over five and a half million computers, publishers won't ignore the Spectrum for a long time to come, Indeed, with some of the quality games being produced by Ocean, Virgin, Mirrorsoft, Gremlin and Code Masters they seem to be doing it in style!

SO, YOU WANT TO KNOW MORE?

Programming, designing and creating a smash hit is nott an easy job, though as Paul proints out it can be fun and rewanding. If you want to know more abject games design and programming, drop us a line. Tell us whatt questions you'd like answering; how much memory sound should take up, for example. Or if you'd like to see a whole feature on some other area of games development, just send in your idea and we'll put Paul on the case. The address is: NEWSFIELD, I WANT TO KINOW MOREI, CRASH, LUDLOW., SHROPSHIRE SY8 1JW.

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et in the near tuture on a parallel world,

Sattle Command takes
us to a battlefield where in ten years of conflict the forces of the north and south are at a stalemate. The defensive capabilities of both sides are so great that an alloat battle would end in Armageddon, so small poerilia-style attacks are encouraged.

It's as a brave northern warrior that you beard the falsest to task technology, the impressively named Mauler. You have ten obssions to attempt: Stast 'Em, Misalle Battery, Hostage Reacce, Rallway Ambush, Night Moves, Grand Escort Duty.

Each mission needs a different mixture of blasting and strategy skills. Most of the time you simply have to destroy targets, but in a couple of the missions you have to find the target first (logical).

Once a mission is selected, a brief lext message identifies the target(s), while a map points you in the right direction.

When the Information's been digested, you're ready to arm up. For this there's a range of weaponry, including a 120mm turnet gan, rockets, mortage, chalf and there

faunchers.
You view the hostile terrain through the tank's viewport. Surrounding the viewport are the many dials and switches used to control the Mauler (activated by pressing various keys). There are four weapon pods, and ight scope and a radio beacon to summon a holicopter ally at the end of the mission. And the programmers, Realtime Software, are such nice

It may look like the back of a telly, but that's a military installation so it's probably best to blow it up

RICHARD Spooky Coincidences number 378 (in a series of 598,374): Battle Command arrives in the office as soon as war breaks out in the Guil. So there I was, bombing around in the Mauler on one screen, and on the TV screen next to me John Simpson is counting them all out and counting them all in. Gerrel Sitting down to play Battle Command for the first time is a daunting experience. There seems so much to learn. But then, after a couple of plays, it all becomes like a really playable arcade game. It's not much of a toughte simulation at all! Battle Command is best summed up as Battla Zone (that old vector graphic coinop) with strategic missions. There's plenty of driving around and blasting enemy tanks and gun emplacements before actually completing a mission — it's great fun lotting rip with an assortment of missiles. The variety of missions is good, and as you work your way through new tactics and approaches are learned. The speed of both the vacior and solid 3D graphics is very impressive, much faster than Carrier Command, and the shading's good so most objects can be clearly seen. Presentation is lab, with tots of easilyunderstood option screens, hosped with colourful graphics to go through. Yes sirrae, I really enjoyed taking control of the Mauter and giving the enemy what for!

Select missions from the list and a short briefing appears on the right



people they're allowed you to access the mission map and text if you get los!

The enemy are out in force in most missions and they play for keeps. Tanks are lainly easy to destroy with a well-placed shell or missife, but watch your back when up against the likes of a rocket fauncher. Good luck soldier, you'll need it.

It took Realtime around two years to program their last game, Camier Command, and guess what? Yes, Battle Command los lime to appear. But was it worth the wait? The answer to a resounding 'yes'!

The graphics are up to Realtime's high standards, whetham's high standards, whetham's high standards, whetham's heading to create good looking and very fast moving vehicles. Playability is also excellent, each of the ten missions calling for different degrees of bisiting and strategy stills. Battle Continuous's tough, there's no doubt of that, but it gets a big thumbs up from me.

MARK 95%

MARK 95%

RATING

More of a game than a simulation, and very entertaining, to boot!

PRESENTATION 94% 92%

GRAPHICS SOUND

PLAYABILITY ADDICTIVITY

80%

93%

90%

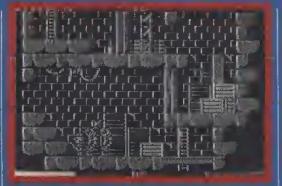
CRASH MARCIN





EVIEWS





SWITCHBLADE

Gremtin ■ £9,99 ■ £14,99

or 10,000 years the world has been at peace, thanks mainty to the mystical Fireblade. But now disaster has struck. The blade has been shattered into sixteen pieces by the evil Havok and scattered across the land. The destruction of the sword has allowed Havok to send his minions on a rampaging spree. It's up to you, as litro, the last of the Blade Kulghts, to find the sixteen splinters and, after slicking them together with super give, kill Havok

But as we all know, life (sn't simple (or indeed fair) You start the game with nothing for protection but your knuckles and size len kicker boots. However, as you explore the maze-like underground caverns weapons present themselves for collection. These include Scorchbatts, Darts, Spirblades and Needle Boits. With or without a weapon, keeping the lire button pressed down increases the powermoter at the bottom right of the status panel; the higher the level of power, the harder the hit (or stronger the shot).

As you progress through the cavems, scenery gradually unfolds. So, you may pop down a ladder into a new section only to find a small room. But is that a cracked wall? Can it be a pushed over? Yes it can! As you walk through your newly

NICK Switchblads a satrange little game. Well, actually it's not little — there's a huge area to explore, but it is strange. The graphics put me oil to begin with: the small male sprite-gets lost in the background as all the graphics are in monothrome, reminiscent of Rick Dangerous but without the colour After adjusting my eyes a started to enjoy the geme. The way the little bloke is controlled also takes a bit of gatting used to. You have to jump and kick well shead of time so forward planning is essential, but just two or bytee plays will have you addicted; you can spend hours inding all the hidden bousses and secret walls. I'm totally addicted to Switchblade, it's a fun game with pleoty to keep you busy, though going over the same territory all the time can get a bit itresome.

created entrance, the whole screen lights up with many more obstacles for you to overcome. Keep your eyes pealed for points honuses, power-ups, speed-ups,

power-ups, speed-ups, invulnerability shields etc.
Havok's minions are out in force and you must be on your gard. Watch your energy because one los many hits and the last of the

Blade Knights will south it

Graphicalty, Switchblade is very good: well defined, last-moving sprites battle it out in the vast underground caverns. Cartographers are well catered for — if you den't draw a map you're very soon op the verilable creek without a paddle, My only niggle is that gameplay

becomes a tad repetitive, shoot an enemy guard, grab a bonos, shoot another quard, grab enother fonus etc. In short, Switchtlade is a good arcade/adventure game that loses out slightly on the playability stakes.

MAPK 80%

RATING

An obserbing arcude adventure with plenty to see and do.

PRESENTATION 84%

GRAPHICS

82%

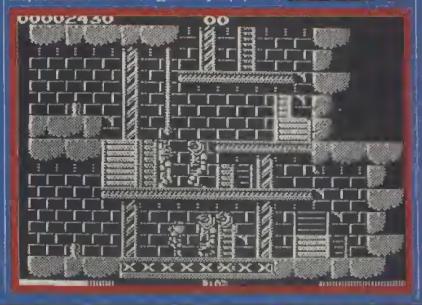
SOUND

PLAYABILITY 86%

ADDICTIVITY

85%

OVERALL 81%



750cc GRAND PRIX

Code Masters

rummi Brummi
Screechi Yeah, tast
action all the way in
the new game coded
by WASP (We Are Spectrum
Programmers), 750cc Grand
Prix. This is a motorbike
racing game with a
difference. Instead of
watching a bike whizz and till
around a normal track, the
whole screen tills in the
direction of a corner, making

the game much more realistic! There are six classic British tracks and in each race you have to make it through the pack and finish in the top three.

Speed Isn't all that's important: you have to think about the state of your tyres and potrol tank. After each lap you're given the option of stopping in the pits to change the tyres and fill up with pas. This usually loses your position but the time can



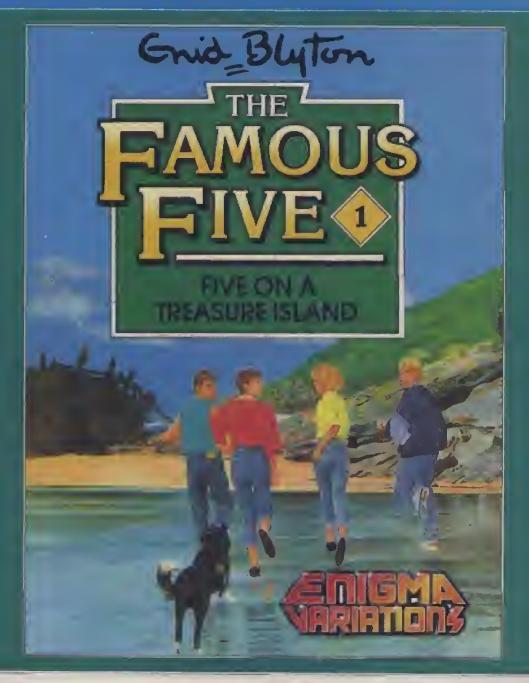
| soon be made up.

The only annoying thing is that at the start of the race all the other riders shoot off into the distance, leaving you on the starting line. If the game was true to life, they'd all be struggling to accelerate, too! Never mind, 750cc Grand Prix is a great like racing game that gives the genre a new twist — literatly.



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EVIEWS

THE LIGHT CORRIDOR



 Two bats! Yippeel Actually, this makes things joily confusing

Infogrames ■ £10.99 ■ £15.99

he place: a corridor.
The speed: light, The task: to become a ball down the corridor and complete various challenges.
Yes, you guessed it: It's Break Out in 30!

The Light Corridor is the latest in a long line of wonderfully weird games from Intogrames. In its Isometric 3D environment, you use a transparent racquet to guide a metallic sphere through the obstacles that each level holds. Horrors like stiding walls, intelligent blocks that follow you around the screen and devilisity difficult challenges soon have your head splaning.

Floating icons can be collected just by humping into them and either help or hinder your progress. There

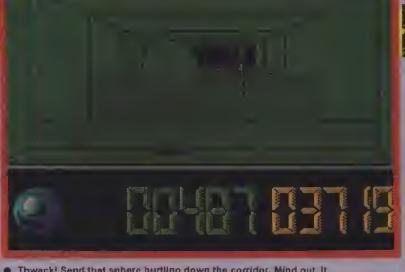
are score decreases, doublesized racquels, and icons which make the sphere slick to the racquel. It's not just a matter of collecting everything you see — you have to be careful.

The game seems really simple when the balf is coasting along in a straight line, but once it's hit a wall and spun off in another direction. Hie gets a bit more complicated. It's not long before you're manoeuvring the racquet all over the screen desperately trying to save your sphere.

save your sphere.

The Light Corridor teatures
50 levels but in case you get
ted up with those the game
has an editor tacility. Using
this you can let your
Imagination run wild and
have great fun making
Impossible corridors for your
riends to attempt

friends to attempt.
The editor is simple to



 Thwack! Send that sphere hurtling down the corridor. Mind out, it might bounce off the barriers!

ARK Arright This game is so from rating! No sognor do have the ball up the consider than it flies

back at me at warp factor eine! But after tid calmed dows a bill

(and luckly lailed in my ettempt to throw the Speccy out of Le window), I really enjoyed playing The Light Corridor. The editor option is a great feature, allowing you to be a really

nasty git and build a corridor your friends can t beat (solp er).

Graphics are simple but affective. Also of note is the finky

tune that plays on the title page and in the game. The Lint

Corridor is tun to play and m as around with in the editor

use: the types of obstacle appear at the bottom of the screen and you use a pointer to select what you want and how far down the corridor it's positioned.

Break Out-style games are nothing new, but The Light Corridor adds a whole new dimension to the game style. As well as being prefty amazing graphically, it has a good audio side. There are lunes for each level, sound effects and even Prince samples to keep your ears ringing (that's Prince the pop

star, not Prince Charles!).

Anyone who thought that Arkanold was the ultimate in hall-bashing games has just got to play The Light Corridor. It's addictive beyond belief and there are none of the hassies of having to start from level one again when you get killed, thanks to the password system.

io the password system.
As well as being a good way to get rid of frustration (all that balk battering), this game will also test some of your brain skills. The megachallanges you get every four

levels take some working out, and when the ball is getting more and more out of control it can be a hair raising experience!

I recommend The Light Corridor to all fans of simple but wildly addictive games. See the light and get your copy today!

NICK 88%

RATING

A highly addictive game that gives the Brook Out theme a whole new lease of life.

PRESENTATION 89%

GRAPHICS

SOUND

ABILITY 86%

PLAYABILITY

84%

82%

OVERALL

87%

CJS ELEPHANT ANTICS

mode, buy it imm di taly (il not soo t).

Code Masters ■ £2.99

oor CJ, a liccle elephant, has been captured and is being flown to a zoo many miles away from his native homeland. CJ didn't want any of this and jumped from the plane, grabbing an ambrella to help him reach the ground salely (fat fot of use that would be for a two-ton elephant!). You now have to guide CJ back to his jungle home.

On his adventures, CJ travels through tour levels of arcade mayhem, visiting Paris, Iceland, Egypt and the jungle before he can hear those native drums again. Of course, it's not just going to be a matter of jumping on the tube and getting off at Jungle Station — CJ has to battle his way through hordes of nastles and traverse the many devices platform puzzles before he can put his teet up (if that's what elephants do). All is not lost, as the little fellow is armed (or trunked) with monkey nuts, which easily pop off any predator.

All the backgrounds and

All the backgrounds and sprites in CJ's Elephant Antics are excellently drawn and coloured. The animation of CJ and the other characters is also well done and gameplay is addictive.



 That cloud is a real pain, firing deadly lightning blots at little CJ right from the start. A joily tune brings the game to life at the beginning and goes on, and an, and on... It soon becomes initiating!

becomes irritating!

CJ's Elephant Antics is a great arcade comp packed with great graphics and addictive gameplay. And for all you land of realism, you can make a trunk to wear while playing the gama out of an old tollet roll tubu and some double-sided sticky tape (thank you, Nick,—Ed).

RATING

OVERALL 81%











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t the beginning of April 1941, General Kurt Student of the XI Fliegerkorps
cansidered the possibility of employing not enly one regiment but the whole of the existing German alrhome units, in an operation greater than any so far provided by the Luttwaite. Within the framework of Operation Marita, he supposted taking

framework of Operation
Marita, he suggested taking
the icland of Crate by
airborne ettack.
It's this daring attack—
and the defence by the
exhausted allied troops—
that's covered by CCS's new
hex-based wargame. Crate
1941, Designed for one or
two players, Crate 1941
alliows you to take either
side, with the addition of
many useful menu options to many useful menu options to give a variety of 'what it' For example, after the German troops had landed, their essential supply convoy was destroyed by allied ships. A menu option allows the convoy to arrive or sail under 'variable' survival, which is a random attair giving a 50-50 chance of arrival.

in addition, you can enable/disable wind drift enanty or a drops which, when analysis of gives a good chance of German troops missing their drop point or drowning in the sea. You can also alter initial deployment. Movement, across the map that govern many screens is (that covers many screens) is hidden and visibility is restricted during algh)

Among the many orders available are the following: Road, a time-saving order instructing a unit to move via



Heraklion harbour in Grete 1941 (better keep an aye out for Minotaurs, eh myth lovers?)

the road only: Transport, for German convoys; Evac— evacuation— which affects victory conditions of Affied players, and Status, divided up into name, order, strength, movement points, cohesion (bow well organised the upit is), morals and actics training/experience of the

iroops). The graphics are usable, with relatively clear counter-

type units and lerrain symbols. One slight grips is that it would've been nice to man it would be been nice to have had the option of a strategic map that shrank the large tactical map into one screen, giving the player a more general viewpoint of the battle.

lies with the combat. An attacking unit has no choice but to attack all adjacent ones, a silly rule, especially

may ite in vastly different terrain (mountainous, ital

I would've liked to have I would've liked to have seen selective attacks rade possible. As it is, the tractical battles are more of a lettery, while traft movement it akin to playing draughts rather than communiting military units. This combat irregularity spoiled an order to an end of the series and a series are series and a series are a series and a series are a series and a series a series and a series are a series are a series and a series are a series are a series and a series are a serie

PAUL RIGBY

RATING

A good game, only named by its simplistic stratogies

PRESENTATION 78%

GRAPHICS

70% SOUND 20%

PLAYABILITY

68% 65%

ADDICTIVITY

Enigma Variations # £14.99 (disk only) SAM Coupé

phera, one of the most leared prison planets owned by the emperor of the Rigel IV system, a place where many people have gone in — but hardly any have come back out. Having been sent here for a crime you didn't commit, you seek revenge and escape.

This seems impossible until you stumble upon a

broken-down supply ship. Before the repair drolds begin work, you sneak aboard and hide until the ship is fully operational. Taking control of the ship, you now have to fly through three massive levels of shoot-'em-up maybem to reach freedom.

Blast the guardians of Sphera as they attempt to foil your plans for escape there are loads of 'emi in some cases, you meel a

guardian two or three times before you actually destroy il, so a healthy trigger tinger is needed.

These end-of-level monsters include glant crabs, deadly scorpions and sand creatures, and to defeat them you fire until they're forced off the top of the screen (avoiding their deadly bullets while you're a! It).

Sphera's gameplay is basic shoot-'em-up. It's a simple' matter of avoiding the continuous enslaught of space debris, killing the occasional attack wave of ships, picking up the extra lives, energy and weapons,

MARK Sonically, Sphera is very good, but the graphics leave a fair bit to be desired. The backgrounds are colourful, as are the end-of-level quardians, but the spaceship sprites are very crude in comparison. I found the ship's controls to be slightly sluggish when responding to the half of enemy bullets. This caused much trustration and I couldn't get any turther than the end of the first level. Sphera is a blast-'em-up for well 'ard joystick junkles only (and people with milder tempers than my ewa)!

then blowing away the endof-level monster. The only things that vary from level to level are the monsters and some of the scenery

nranhies.

Sphera's scrolling is Impressive. Backgrounds scroll by at varying speeds, interweaving with each other. This makes impressive viewing but can be confusing when you don't know what you can fly over and under. The game beasts 16-colour graphics and stereo sound, showing what the SAM can get up to. I feel that some of the graphics could've been better: If you can have 16 colours to play with, why are all the allen ships boring old while on black?

Sphera is a good example of what can be produced given half a chance. It lacks a lot in gameplay but is bound to be a hil with all

SAM owners, simply because there are few other games around. With more software development (Sphera is a little rough around the edges), i predict we're in for some very exciling games in the future. Hurrah indeed!

NICK 77%

An everage shoot-'em-up with a law fancy end-of-level graphics.

PRESENTATION 72%

GRAPHICS

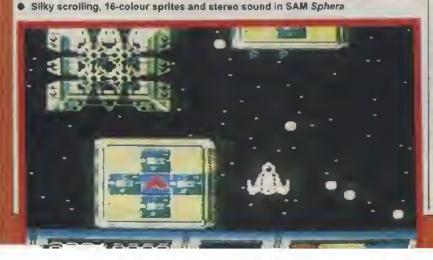
70% 81%

SOUND

67% PLAYABILITY

CODINTE

64%



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CHEETAH

Charles and the second

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Accolade 🗏 £10.99 ■ £16.99

n the far future, the Alliance Of Free Stars faces slavery at the hands of the Ur-Quan Hierarchy (le, a bunch of war mangering aliens). Steps have been taken to null the threat of galactic war, and it's as controller of either the Alliance or Hierarchy that you battle for dominance

The first job is to set the options. These are: one or two players (the computer stands in for player two, it necessary), Cyborg (computer lights battles for you), Psylron (computer decides your strategy) and difficulty level.

There are three modes of play. Practice allows you to tamitiarise yoursell with

ship-to-ship combat, Mětée is a light to the death between the two sides without the strategic element, and Full Game gives you the whole shooting

in Full Game, both forces are given a starbase and a large wad of cash. The point of the exercise is to reach the opposition's starbase and desiroy it. The sides take it in lurns to build ships end move them to various planets. Some are life supporting and so populations can be built up, others have mining potential, whilst a third type are barren but make good fortified bases. Obviously, the sides are going to clash sometimes, and such encounters bring up a startield and the two competing ships:



BATTLE ENSUES

 Well now, Isn't this fun? The shooting-the-allens bit in Star Control The winner of the game is the first player to reach and annihilate the opposition's starbase — and may the best

Star Control certainly has potential. It's playable for a while, although the ability for the computer to take over the combat/strategy parts of the game spoils the fun (for me

at least). The graphics aren't great but as the basis of the game is using your brain rather then your trigger tinger, it doesn't really matter. A rather more serious tault is the game's tack of depth; it's all too easy to build ships and then, when you're strong enough, atlack the enamy in force. A few

NICK Star Control is not your average space game. I was expecting scrotling landscapes, hordes of allens and mega-weapons in a general shoot-em-up setting. What did I find? Tiny spaceship graphics, lots of fext and a strategy-style game. The only arcade element is when a conflict arisas: two ships fly around, Asteroids style, shooting everything on the screen. This does not mean there isn't a round same there, through Pennte with brains will have a field good game there, though. People with brains will have a field day, so if you want a game that you have to sit down and think about, *Star Control* could be just your cup of tea.

63%

USSAH unsah UNGAH ILURATH URQUAN URQUAN *STARBASE*

BUILD PP55

> more options and greater depth would have made Star Control a great game rather than a good one

MARK 75%

An appealing game for brainy

PRESENTATION 70%

GRAPHICS

65% SOUND 45%

PLAYABILITY

66% 62%

US Gold ■ £9.99 **■ £14.99**

ou've seen them on News At Ten: If there's a hostage crisis or some nufter is running around with a gun, the SWAT teams are sent in. Wearing enough metal armour te build several new cars and carrying enough weaponsy to start World War III, they blast first and ask questions of the lead-riddled hodies later

Much like the heroes in US Gold's latest release, E-SWAT.

Alone or with the help of a pal, you play a member of a futuristic police squad whose task is to crack down on the searing crime rate. The only way to do this effectively is to don the huge E-SWAT (Enhanced Special Weapons And Tactics) battle armour. Bullto earn this piece of expensive equipment, you first must fight through the first three levels in an

30%

A game that could have been so much tun has Lurned out to be very poor; dire, In fact. For a start off, E-SWAT is cursed with one of the worst multi-loads I've come across for a long time. When you eventually get to play the game, its hardly worth the effort. The most enjoyment you can get is having a good laugh at the blocky characters that jolt about the screen. The big shock is when you load the game in 45K mode. For some strange reason, if you own a 48K Spectrum you have to endure the game with the pizying area compressed, making the badly drawn 128K graphics look even worse. The main characters look like Gordon The Gopher with an American footballer's body! E-SWAT is a game I strengly advise you stay away from. US Gold can do a tot

ordinary, filmsy cloth uniform

Initially provided with a mere 9mm automatic pistol and a limited supply of ammo, you must reach the end of each level and kill the resident bad guy. His heachmen aren't going to let some nosey copper just strail up and blow their boss's brains out, so they fire al you with a range of big, noisy bang-sticks. But ammunition is in short supply so lookout for cases containing ammo

Once the end-of-level had

guy has been arrested, you move to the next level, until level four is reached, when yoo'ra promoted to the E-SWAT team and allowed to practice your RoboCop

In the cassette version of E-SWAT, each level is loaded separately. This would be a pain in the neck with a good game, but as E-SWAT is a pretty dull effort, it's

are as unimpressive as the gameplay — the character sprites looking more like

Everything has been squeezed to fit E-SWAT into 48K. Yes, everything...

hunchbacks than normal human beings. And that's only the 128K game, on the A side. The 48X version is worse. The playing

impersonation.

Intelerable. The monochrome graphics characters lat and unclear. E-SWAT offers nothing enjoyable; even the bjasting

area is squashed to about

one third of the screen's

height, making the

is sluggish. Very

unimpressive. **MARK 25%**

With its long multi-load and awful 48% version E-SWAT is very poor value for money.

PRESENTATION 33%

GRAPHICS 27%

SOUND

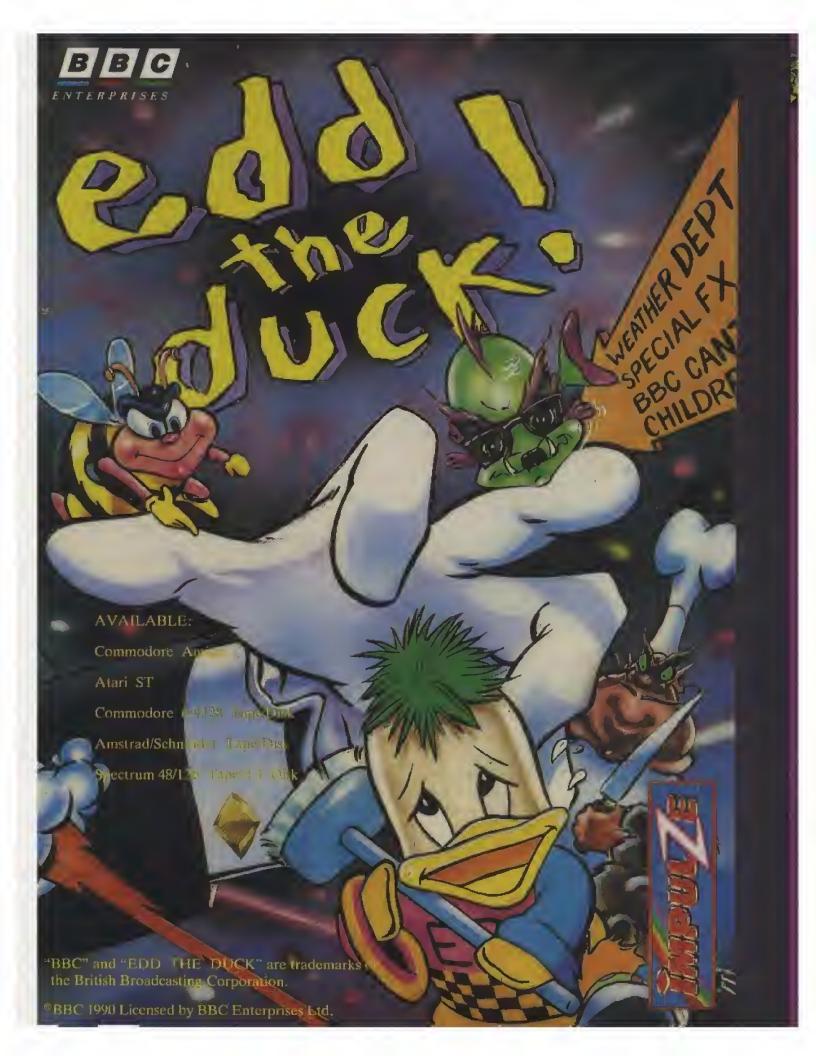
32% PLAYABILITY 32%

ADDICTIVITY

35%



MAMCHIEL



Digital Integration ■ £14.95 ■ £19.95 ■ 128K only

t's lally-ho chaps with the latest Digital Integration air combat game, *F-16* Combat Pilot, There are plenty of missions to fly, including live werm-up ones, ell of which must be completed before tackling the biggle, codenamed Operation Conquest.

After the controls have been sel, a second option screen appears. Here you can switch on the training mode (which prevents the enemy from harming you), log into the pitot roster and select a mission; you can choose from Scramble, Hammerblow, Deepstrike, Tankbuster and Watchlower. You then receive your pra-light briefing to identify your

Before taking off, pick up a selection of weaponry from the hangar. Choose from a Vulcan 20mm six-barrel cannon, Sidewinder and AMRAAM air-to-air missiles, Maverick and HARM air-toground missiles, and chaft and flares for defence. You can load the weapon pods yourself or leave the ground staff to choose the most effective load for the selected mission. Than off into the wide blue yonder to kick some butt (after a quick read of the hefty control manual, of course)

As with most flight sims, the joystick is only used to steer the plane — most of the HUD (heads-up display) operations are accessed by the press of a key. Control of the plane is very good. scrolling is last and though ground detail is sparse, cockpit displays are detailed I was able to keep the

 Coming into land on the airstrip in F16 Combat Pilot plane in the sky more easily than with previous flight

sims, aithough make no mislake about it, the five pretiminary missions are just a taste of what's to come in

Operation Conquest. F-16 Combat Pilot is more for simulation eficienados than generat gamesplayers, so it's a case of you either loving it or getting very

NICK it you're like me and think most flight simulations are the same, you wouldn't be far from the truth, Looking at the main section of F-16 Combat Pilot, its a lot like Looking at the main section of F-16 Combat Pilot, its a lot like enclose games I could mention. There are a variety of missions to the and you can choose day or night, cloud or clear. The truth is that whichever options you select you'll spend the majority of your playing time staring at blank green ground, straining to make out what the cluster of bloks below are meant to represent. F-16 has some impressive presentation and option screens, which puts it ahead of its competitors. The damage control and weapon select are particularly good. Flight sims never work that well on the Spectrum, but Digital integration have packed a hell of a lot in and have done a lirst class job.

confused by it all Personally, I love it

MARK85%

110

in

RATING

One of the best flightsims we've seen, buy it now.

PRESENTATION 10%

12%

GRAPHICS

SOUND 71%

PLAYABILITY

ADDICTIVITY

Titus 🖿 £10.99

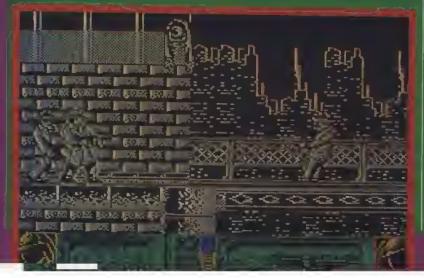
e's on his wey! Erm... Well, actually, he's here (at last!). Jump into the shoas of Olck Tracy, retracing his sleps from the last summer's quitea-hit movie, searching for Blg Boy Caprice and his

The Dick Tracy story lakes place in 1930s Manhattan and everybody seems to have big yellow trencheoats, trilby hats and carry violin cases under their arms! Dick has to rescue the lovely Tess Truehearl, who's been kidnapped by Caprice and hidden somewhere in the

city. Getting his laved one back isn'i going to be easy, especially as all the start of the game he only has his

fists to pop the baddles with. There are five levels, each with between 10 and 15 screens and end-of-level hard nuts. Dick only has three types of baddy to look

Blam! Blam! Shoot down the gangaters in Dick Tracy



MARK The Dick Tracy sprite is recognisable, but when a diction the gangsters is a piece of cake. Okay, at the start you only have lists for defence, but when a gun is in your possession it's simplicity itself to linish the game. Very poor value for money — end where's Madonna?!

30%

10%

41%

out for: blokes with fists. btokes with guns and blokes leaning out of windows with

If you're wondering how the hell you kill a genwe nell you ket a gan-wielding maniac with your lists, you'll be glad to learn that once a man has been killed he drops his weapon, leaving it free for Dick to pick up and use. There are two gun types: a normal handgun that fires one bullet at e time and a machine gun (the latter is much more tunt).

All this sounds really impressive but the truth is that Dick Tracy incorporates little interesting gameplay. All you have to do is run around shooting anything. that moves and picking up the weapons that are left behind. You don't even have to worry about ammo, as both guns have an inexhaustible supply. It's a bit like an old-

fashloned movie, ie. it's in black and white and there's no sound, Don'i laugh, It's

true! The only totour is a tiny bit of yellow and cyan on the bottom of the screen; all the sprites and backgrounds, eithough quite well drawn, are in black and white monochrome. And that's about it. It looks okay and the animalien's not bad but *Dick* Tracy's gameplay is incredibly simplistic — it took me just under an hour to complete it.

NICK 34%

A dussic example of the 'big licence, no gameplay syndrome.

PRESENTATION 48%

GRAPHICS

SOUND

00% 29%

PLAYABILITY ADDICTIVITY

311%

53%



lmageworks 🗷 £10.99 E £14.99

> ll set for a ringdingin', rootin'. toatin' conclusion to Back To The Future's

This is part three of the saga and it's a pretty hot cookie! Set way back in the Wild West (1885, In be exact), the action starts with Doc Brown on a horse. He has to chase after the runaway carriage that holds Clara, the woman

control the horse and keep the enemies at bay, Jumping cliffs, ducking from barrels and collecting bonus points

keeps you busy. The second section of level one is a vertically scrolling shoo!-"em-up, builets llying everywhere. Sarvive all this

and you come to... The Shooting Gallery: more bullets! You've now changed characters to become Marty, and he ain't yella! Armed with a shiny new gun, he has to shool all the pop-up largets such as ducks, goese and cowboys. A careful trigger finger is granny (not that all grannies are odd!) pops up. Shooting her reduces your score. Now, off to the streets.

Being a hit of a frisbee king back (or is it forward?) In 1985, Marty takes on the local baddie (Bufford) and his cronies, armed with nothing more than a few lin pie plates! He has to score a direct hit on all the cowboys and then do away with big

bad Bofford himself.
Now get back to the future! The DeLorean has been strapped to the front of a sleam train which has to reach the magic 88 mph before it can Iravel Through

Back To The Future Part III is happily a great

WARK improvement over its predecessor: It plays well, looks good and sounds good! The game's four actionpacked levels follow the film plot closely. The sprites are

really great, moving as last as the smooth scrolling. Level

three is especially speedy, Marty chucking pie plates all over

the place! I loved the film and highly recommend the game. It's a pity it's taken until the last film to get a decent Back To The Future game. So, It's my last chance to shoul 'Marty,

you've got to come with me back to the future!' at an

some impressive puffing (missus). Collecting Presto blocks to give it that extra

boost is your task. Back To The Future Part III came as a big surprise to me. The last two gemes have been pretty shoddy, to say the least, but part three is a

real joy to play. Graphics are excellent. Large animated sprites and colourful backdrops are used in most of the game, with only the vartically scrolling shool-'em-up levels letting the side down.

Gameplay is totally addictive. Once you've started playing you just won't be able to put the game down. To compliment all this are some toe-tapping tunes. Wild West classics like 'Ghust Riders in The Sky' and 'The Good, The Bad, And The Ugly' (known as 'Nick, Richard and Mark' in the CRASH office) play through the levels, imageworks are on to a real winner here, rounding off the trilogy with such a wonderful action-packed and varied game (Great scott, Marty, It's a CRASH Smash)!! NICK 93%

Zeppelin Games **■ £2.99** ■

even years after the original Full Throttle comes its sequel. Cunningly Utled Full Throttle 2: You take control of a rotary-engined 750cc Superbike and have eight International circuits to spin around in the Riders' Challenge.

Sadly, the original game was a lad more playable than this, Of course, Full Throttle 2 is graphically superior, with It's colour scralling backgrounds and title screens, but when you scrape another bike you go right down to zero mph before you can slart off again. Hurumph!

You have to come 30th out of forty on the first track, 20th on the second and so on. i found this almost impossible and could only stand playing a few games before I was

kicking Mark Caswell in rage (any excuse, eh Nick?) — Ed)i

annoyingly loud volume (snifile)!

But, no matter how well you play, the other riders always seem to do better. They never fall off and can ride straight through you from behind! Full Throttie 2 is an average bike

simulation, and no better than the first.



 As the sun sets over Belgium the race continues in **Full Throttle 2**



RATING

An excellent game, following the film decely very addictive!

91% PRESENTATION

GRAPHICS

92% 90%

SOUND PLAYABILITY ADDICTIVITY

91% 03%

HIT THE BIG

ALL AVAILABLE FOR: SPECTRUM COMMODORE - AMSTRAD

a hosales

A COMES - HIT GAMES - HIT SOUL

TEHT SOULD IS . SO IN . SILVERSIX



On the highway to hell on Mars in Total Recall, shoot the trucks to



Ocean # £10.99 # £15,99 1 128K only

e can remember it for you wholesale! hallers the Rekall Incorporated representative in Schwarzenegger's luturistic film, Total Recall.

Remember it wholesale? I remember the preview for this and it was nothing like this finished version, which is a bit of a blessing as the old Total Recall wasn't much

Right, let's try and get the plot straight; the line from the advertisement — 'You're not you — you're me' doesn't exactly make things clear. In *Total Recall*, the you is Doug Quald, a chap hounded by nightmares of a life on Mars, in an attempt to sort II out, Quaid visits Rekalf incorporated, a company that specialises in adventure holidays - not

real ones but implanted memories of your perfect vacation.

in his chosen holiday, Quald is a double-dealing spy on Mars but unexpected events make him suspect he may actually be a spy, and his current Quald identity is an implanted memory. Desperate to sort himself out, Quald goes to Mars, but the villain of the story, Richler, is hot on his tail. Total Recall has five levels

of packed gameplay which take you from Earth to Mars. There are two types of level: in odd-numbered levels, you, as Quald, jump around multidirectional scrolling platforms, while in evennumbered ones you take to the streets in a horizontally scrotting car shoot-'em-up. It's quite an odd mix because you can 'learn' how to play the platform levels but you simply *have* to be a good shoot-'em-up player to succeed in levels two and

Level one is set in a large complex guarded by many of Richter's henchmen, some of them armed. You must lind the five objects you need to take to Mars. A gun and your mighty fists are your defence (remember to pick up extra amms to keep your gun battle-ready). The complex is about live storeys high and constructed from platforms to lean between and lifts to take you between floors. Il sounds a bit like anv old platform game, doesn'i it?

But hold your horses, there are plenty of puzzles to work out tool Throughout the complex are switches, embedded in the floors which make secret walls and floors appear or disappear. Not activating the right switch at the right time causes serious problems you may bave to waste time. (yes, you're playing against the clock!) retracing your steps to activate it, or worse

still, fall into one of the acid pools, resulting in instant death. You only have one life to play with on this levet but you can keep topping up your energy by collecting suitable

Other trouble-makers include two different types of vertical laser beams. The yellow sort go on and off automatically, so careful liming is called tor when hopping through. The purple sort can be deactivated for a limited time by stepping on a

pressure pad.

Level one is a lot of fun and gives a real sense of achievement as you gradually discover more and more of the complex. The style of graphics is a bit odd for such a violent, action-packed movie tie-in: they're all large and cartoony, but very, very good. The animation is smashing, especially Quaid's death sequence: he explodes into a sort of goody spiat! Odd but good.

The playability's set just right — the armed heachman aren't los hard to beat (especially with a good supply of ammo in the gun) so the game doesn't become a naif beat-'em-up.

Enough of level one's antics, let's have a shotty at level two — the first of the lwo scrolling shoot-'em-ups. Quaid's pinched a Jonnycab (a computerised taxi-like craft) and is en route to a derelict warehouse, in the hope il will provide him with a lew helplui clues to his identity.

The objective is simple enough: just keep driving along the four-lane motorway killing off as many cars as possible. The energy bar, at the top right of the screen, continually diminishes, although it does receive a small top-up with every car shot down (except ambulances which, it shot, reduce your energy even further). Driving over an 'E' icon completely replenishes ihe energy bar,

There's not a time limit here, but you do have to go the distance. A purple arrow at the top left of the screen marks your progress. The action's last and gameplay's tough but this section isn't as enjoyable as level one because it doesn't require as much thought. Graphics are

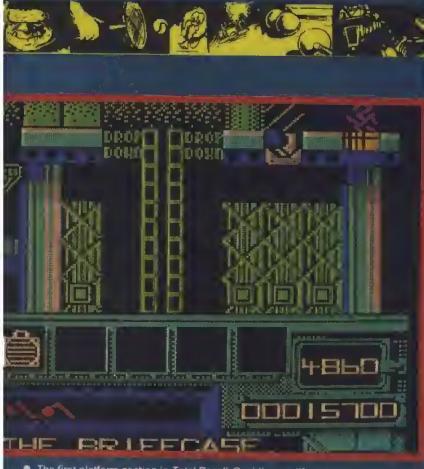
okay but the isometric 30 effect is looking a bit old hat

these days. Level three now, and back to the platform gameplay of level one. Quaid's discovered he's actually someone called Hauser but he's still being pursued by Richter's men. who stand around on platforms hitting out as soon as he goes near. The gameptay's trickler, with many more pittalls than the first level, but the objectives are the same: explore, locate, don't die etc. Survive that and you're whizzed off to Mars and into another driving/shoot-'em-up section.

The final level is set deep in Mars (that's why it's red, which makes it a strain on the eyes), it's more of the piatform gameplay, though the action is much quicker here, with armed guards everywhere! Your oxygen supply is continually draining away and can only be replenished by picking up oxygen cubes, though I was usually shot before the exygen had a chance to run out

That about raps up the game and should you complete it you may even understand the storyline (if you do you're a better man than t ami).

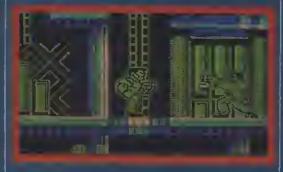
So, what can be said about



The first platform section in Total Recall. Quald's on a lift, going up, but where's the floor pad to switch off the purple laser?

Total Recall? Addictive isn't the word — though it's not a bad one to start with. So, it's very addictive. The platform favels are superbly playable, as long as you concentrate. I'm not so struck on the

shoot-'em-up levels, they're so risky, but at least yeu're provided with three lives on those levels. Should you die on level three, four or five, there's a Continue option after the Game Over



 Armed guards may half your progress. Unless you've got a gun, of course (blam!)

MARK for me. Total Recall was one of the best with its fast paced (and very violent) action. Now the computer game is on the streets, you loo can become big Arnie as he battles through this mulli-level Ocean extravaganza. The going's lough, and for many games I fell victim to Quaid's victous adversaries. But the game's so playable, you're locky I managed to lear myself away to write this comment! Presentation is as high as playability — my fast bit is the really neal title sequence. This is the second Ocean game I've played this month and the second I've awarded an accolade to. I think a big round of applause is called lor! (Clap clap clap!)

94%

massage, which is very helpful.

The graphics for the lirst three levels are something special; bold, bright, detailed and — hurraht — colouful! The animation's great loo: Quald/Hauser has real power in his stride and when he hits a henshman, with either fist or buffet, the henchmen flies beckwards, stumbling from the blow.

lioved the game, and I have the sneaking suspicion you will too. Don't bother getting Rekall to remember it for younge out and experience Total Recall for real

RICHARD 93%

RATING

A stronge mix of gameplays but an overall winner!

PRESENTATION 94%
GRAPHICS 93%
SOUND 88%

ADDICTIVITY 93%

OVERALL 94%



The hunt is on for Karen in The Reaper, but what's Elvis doing at the bottom right of the screen?

THEREAPER

Ubi Soft ■ £9.99 ■ £14.99

ancy a bit of a battle, ninja style? Then pull on your grouvy black ninja gear and get down to The Reapert Every live hundred years, a group of immortal wisemen take a look back through history at all the vallent warriors who have lived and died. They choose one of these heroes and bring his body back to life to test his abilities and make sure his reputation is not exaggerated.

You're like chosen one and your lask is to save the souls of your Iriends from the deadly maze inhabited by their worst enemies. Should you succeed, you'll be brought back to life for good—but lait and you and your friends will be damned for all elemity.

The landscapes in The

ninjas can be achieved with well-placed kicks. Alternatively, you can collect shurikens to pop them off, no trouble at all.

Visually, The Reaper is pretty pathetic. The liny malchstick ninjas are laughable when they dance and prance about the screten. What's worse is the fact that llowers voice to a whispeir] there's a lot of swearing on it. You can choose a 'speech bubble' option, which arms your character with a variety ol obscene language to usie against his enemies. Very obscene language. Luckily, there's a clean version of the game included for the eastly offended.

The Reaper is a very amaleurish effort, especially with the pathetic swearing; routines. There's no lastability: after a law minutes you'll get led up with merching about saving souds.

NICK 411%

MARK After Ubi Soft's brilliant Night Hunter and the okay-ish Pick 'N' Pile comes the totally real? The Reaper. The game begins with a lairly decent title lune, but the whole thing sildes rapidly downhill when the semail stickman sprites appear on screen. It the pameplay wasn't so crude they might have been tunny, but it's as shallow as my patience (ie; very shallow indeed).

285%

Reaper are large and packed lull of ninjas, killer robots, dragons and other, similarly nasty things. Your only tasks are to kill the ninjas that crop up and save the souls of your triends. To achieve this, collecting objects is the order of the day.

Keys open doors to other levels, a monitor allows you to keep track of your character's status and a cross increases health. The most important object to find is the soul trap: willhould, you can't save your triends.

Disposal of the undead

RATING Rode, crede and not very

good at all, really.

PRESENTATION 431%
GRAPHICS 281%

GRAPHICS 281% SOUND 431%

ADDICTIVITY

220%

489%

331%



Get out the salt, vinegar and one of those rubbishy wooden forks because you're about to enter Chip's Challenge with US Gold! The game's about scoffing as many soggy chips as possible (No it isn't! Get on with it! — Ed). Okay, okay. Nerdy Chip McCallahan is the hero of the game. He's a tittle bloke who had nothing much going for him until the day he met Melinda. This sexy foxtress got him to take up the challenge with the prize of joining her computer club if he succeeds (and the chance of a bit of rumpo behind the mainframe). You've got to help poor Chip, as getting in the club with the lovely Melinda is one of his wildest dreams.

CONSOLE! ★ WIN 15 COPIES OF U\$ GOLD'S *CHIP'S* CHALLENGE!

☆ IT'S THAT GAME FROM THE POWERTAPE!!

🖈 WIN AN ATARI

LYNX HAND-HELD

Chip's Challenge was originally a game on the Atari Lynx but those bods at US Gold thought it was

such a spiffing romp that it

deserved to be converted onto

your Spectrum. And here it is:

Well, there's a spanking two-level demo on the Powertape and the full game is in the shops now, Quite an excellent game it made, too, earning 82% in Issue 84.

But what of the first prize? The Lynx console? It's a piece of technological wizardry to let you play games wherever you go (le: a hand-held)! The Lynx boasts a 3.5-inch screen that can display up to 16 colours from a total of 4096! The number of sprites it can handle is infinite. Sounds impressive, don't you think? Now you can join in the fun and games by entering this corker of a competition!

But that's not all that's on offer in this compo! Nope. Also up for grabs are 15 copies of the full Chip's Challenge game! And there's one for the winner, too!

So, what do you have to do to win these glorious prizes? The first thing to do is ask whoever's In charge of the phone for permission to use it. Then ring the CRASH Compo Hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you've your answers, write them down on a answers, write them down on a postcard or the back of a sealed envelope and send it to: NEWSFIELD, I LIKE A BIT OF CURRY SAUCE WITH ME CHIPS COMPO, CRASH, LUDLOW, SHROPSHIRE SYS 1JW. Make sure your entry reaches us before March 21 and you could soon be playing with a brand, spanking-new console!

DIAL AWAY! 0898 555 084 The call that could win you a

Lynx console and games!

Cails cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

HOW TO MAKE A COMPLETE FOOL OF YOURSELF IN THREE EASY STEPS:

- * Pull on that levely, tasteful orange pac-a-mac and stroll off to your
- * Ask politely for a copy of Making Your Home Beautiful (part one with free binder)
- * Pop home and become perplexed as you, wander where all the Speccy game reviews are.

PICK UP THE MAG THAT'S ROCKING THE NATION! CRASH BOUNDS ONTO THE STREETS ON MARCH 21 WITH A STUNNING APRIL ISSUE THAT'LL BLOW YOUR SOCKS OFF AND SINGE YOUR TOENALIS! AN ACTION-FILLED SIX-PACK POWERTAPE WITH GAMES GALORE FOR YOU TO PLAY! AND THE MAG FULL TO THE VERY TOP (ALL 300 MMs; OF IT) WITH THE LATEST AND GREATEST SPECCY GAMES ACTION AROUND! YOU'LL BE SWOONING IN YOUR SLIPPERS IF YOU MISS OLD! SO DON'TLE PASM'S APPLIESTIF ON SALE MARCH 1935 OUT! SO DON'T! CRASH'S APRIL ISSUE, ON SALE MARCH 21! THE NATION'S PLAYING OUR GAMES!!



